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# The Crash Collection

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Paragon Publishing Ltd
Paragon House
St Peter's Rd
Bournemouth
BH1 2JS
United Kingdom

Tel: +44 (0)1202 299900
Fax: +44 (0)1202 299955
Email: books@paragon.co.uk
Web: http://www.paragon.co.uk

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**Written by:** Ryan Butt, Adam Boussada and Paul Morgan
**Thanks to:** Nick Roberts, Mark Wynne, Lisa Johnson, Mark Kendrick and Louise Wells
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# The Crash Collection

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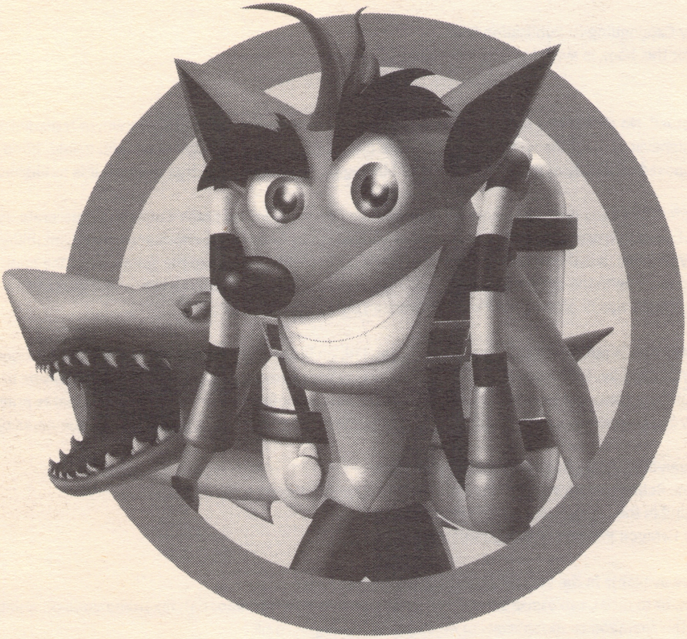

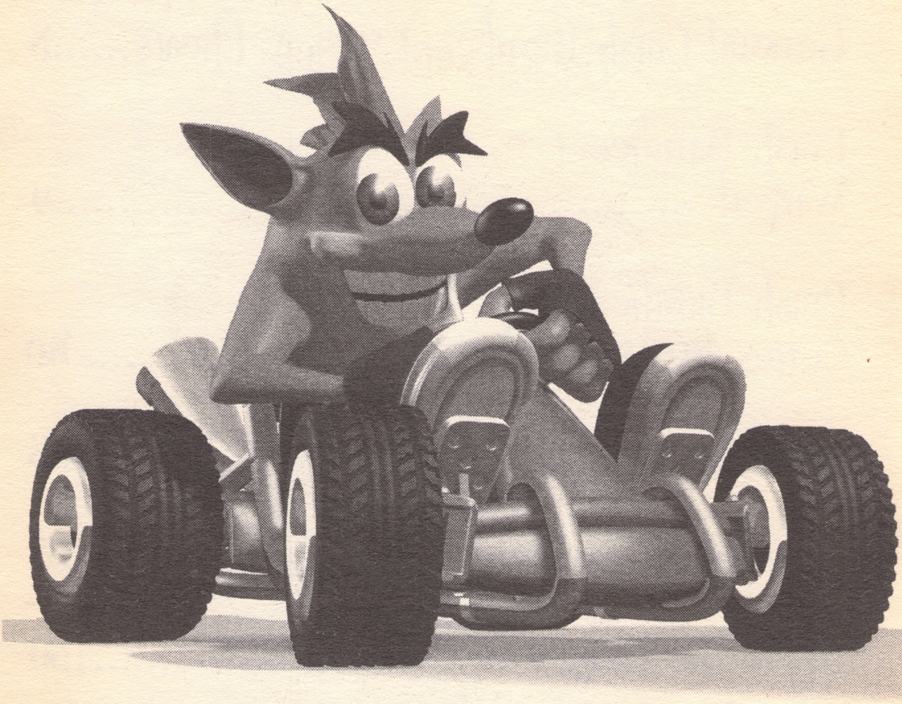

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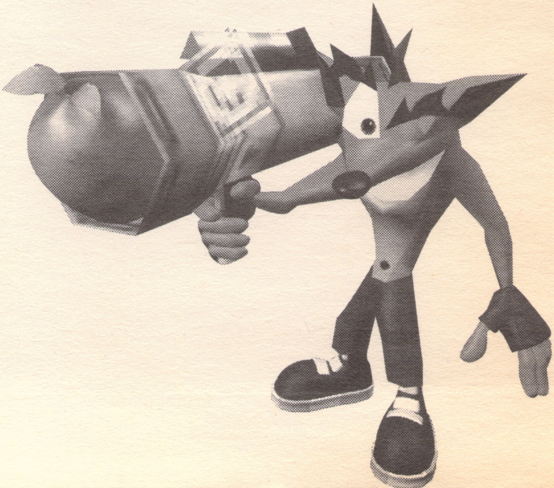


# Crash Course Cheats

Here are a selection of cheats and hints for all three Crash Bandicoot games...

## Crash Bandicoot

### Super Password

Enter the following code at the password screen. It will enable access to all 32 levels, give you all of the Gems and both Keys. After entering the first line of this password, two more lines will appear for the rest to be inputted.

▲,▲, ▲, ▲, ×, ■, ▲, ▲
▲, ▲, ■, ×, ▲, ●, ▲, ▲
▲, ●, ■, ▲, ×, ×, ×, ×

## Crash Bandicoot 2: Cortex Strikes Back

### Return to Boss stages

Position Crash on the centre platform. Then press and hold L1, R1, L2, R2 + ▲ and press ⇧ when Crash points up or down. Please note that only bosses previously encountered may be revisited.

### Bonus voodoo mask

Hold ⇧ + ● after losing a life until Crash moves again. Alternatively, press × twice, then hold × + ⇧ while in a warp tunnel. Release the buttons when Crash appears and you'll receive a Aku Aku mask after the next life is lost.

### Bonus level

Wait until the second large polar bear falls off the bridge in the 'Unbearable' level. Then jump down into the hole it made to enter a brand new ultra secret bonus level.

### Bonus lives

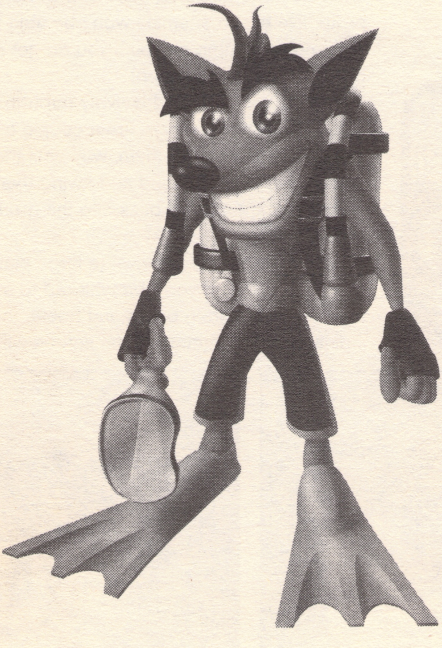
Jump on the baby polar bear's head in the second warp room (Levels 6-10) continuously. After a while you'll receive 10 extra lives!

## Crash Bandicoot: 3 Warped

### Hidden Spyro Demo

There is a special playable demo of Spyro The Dragon hidden away in Crash 3. To get it, simply press the following joypad commands on the title screen:
⇧ , ⇧ , ⇩, ⇩ , ⇦, ⇨,⇦, ⇨, and ■ .

# Crash Bandicoot 3: Warped



# Toad Village

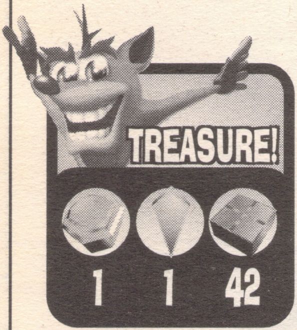
This first level acts as a gentle task to gently ease you into the massive adventure ahead, and is an ideal opportunity to try out all of Crash's repertoire of moves.

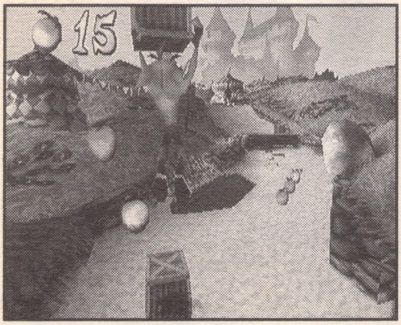
There isn't a great of threat from any early adversaries, so move slowly and ensure that you smash each and every crate you come across. You'll soon come across bounce boxes, so practice jumping between them to retrieve every ounce of fruit.

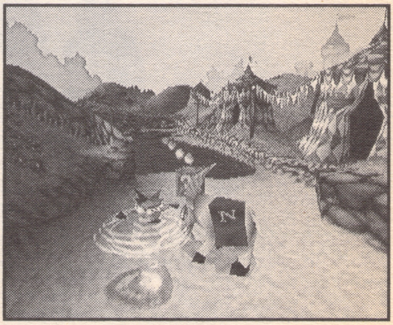
Use your spin attack on the relatively harmless goats (no… don't try riding them!). There is an Aku Aku box a short way into the level, this will provide you with one protective hit, so enemies won't be able to kill you first time round. Shame on you if you do get hit on this level, but accidents will happen!

The crystal is located halfway through the level, so be sure to walk into it. There are a couple of swordsmen situated nearby. To kill them, wait until they heave their swords out of the ground and swing them full circle, when then are shoved back into the ground, it is safe to spin into them.

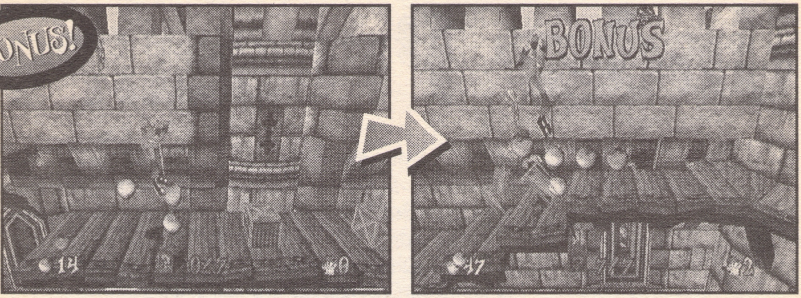
Next up is the bonus level (a huge platform with a '?' on it). Hop on and you'll be whisked to a secret place stashed with hidden boxes and bonus fruit. A counter indicated at the bottom of the screen will tell you exactly

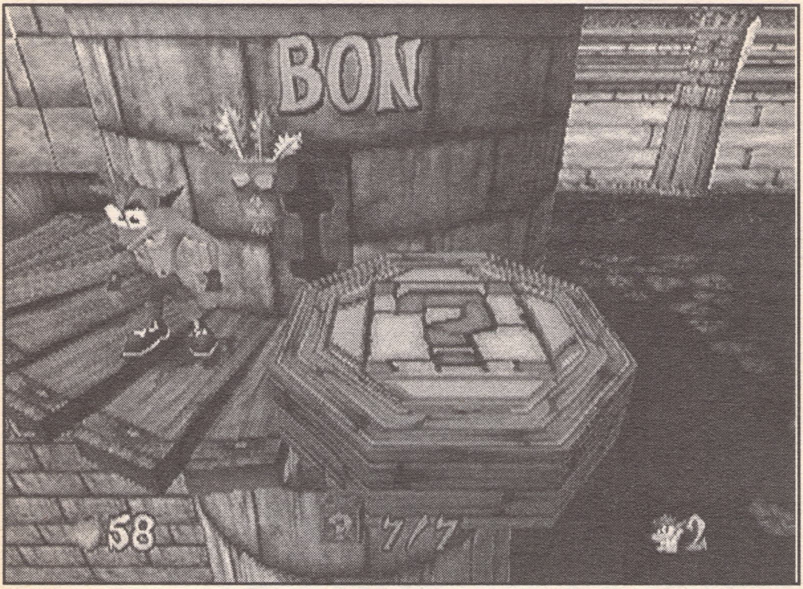






BONUS!





how many crates are to be found in this area, so make sure you've got them all before leaving.

When you get to the end of the main level, you'll see a translucent box that will either have a number telling you how many boxes you missed in the level, or it will disappear and turn into a clear gem before your very eyes. If so, a job well done, if not, then you'll have to try harder at finding all of those boxes.

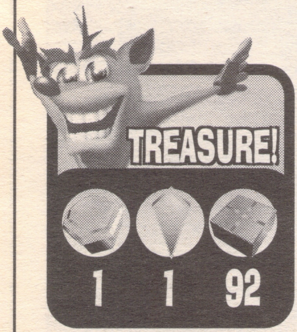
**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact

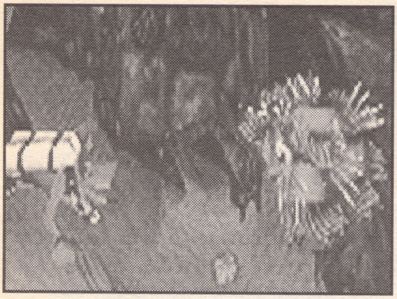
# Under Pressure

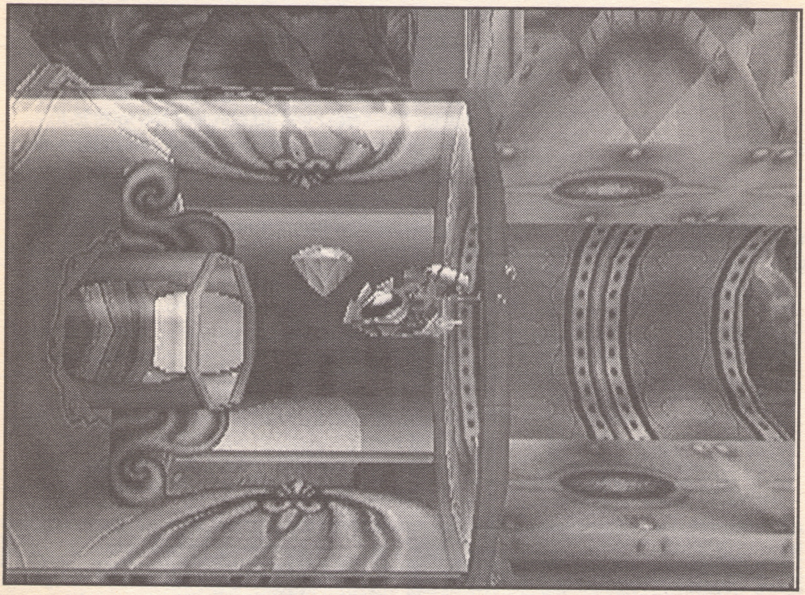
Wayhey! A brand new *Crash Bandicoot* theme – underwater diving! As you would imagine, this watery level throws up a whole new physics system to simulate the slowness of swimming through underwater caves and reefs. Don's worry about the little critter running out of air though, his oxygen tank is full of life-gas.

Take a few brief moments to get used to the underwater controls – the X button will give him a quick burst of speed by flapping his flippers, and you can still use the spin attack to kill the less harmful underwater baddies. The small fish pose no threat whatsoever, but watch out for the sharks because they'll eat you if you get too close (a spin attack should dispose of them though). Other hazards to be wary of include mines, puffer fish that'll cause Crash to become bloated if he touches them (hint: kill them when they're small and not when they're puffed up). The mines are attached to chains and cannot be spun into. They also track your movements so avoid them at all costs.



The first real hazards are the large electrified rotating disks. Swim carefully around them (if you're saving seconds on the time trial, you can duck down the chute before it narrows the gap if you're quick enough!) When you descend down the tube below it, watch out for the large eels that pounce from the caves. Shortly afterwards, you'll come to the jet-sub. This is a very handy device to have because it fires torpedoes that'll clear any enemy from your path as well as





coral that conceals hidden boxes. It will also act as a shield to protect you from one enemy hit (if you take a hit, you lose the sub!) but you'll lose it before long anyway when you come to the next narrow tube, but don't worry, you'll get another jet-sub shortly afterwards. The rest of the level consists of stuff you'd have already tackled, so make haste to the exit and be sure to smash all of the boxes along the way.

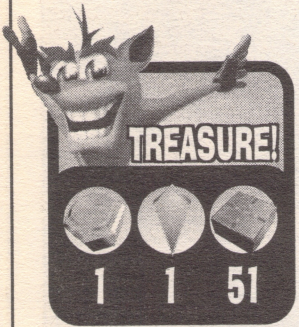
**TIME TRIALS!**

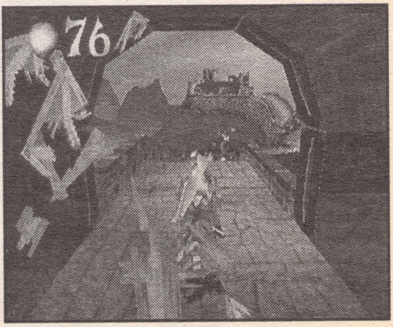
Sapphire Artefact
Gold Artefact
Platinum Artefact

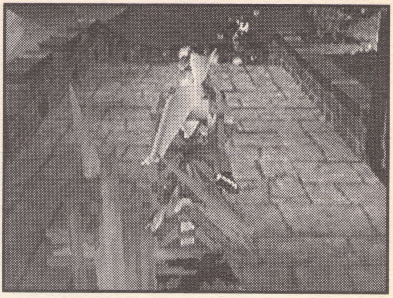
# Orient Express

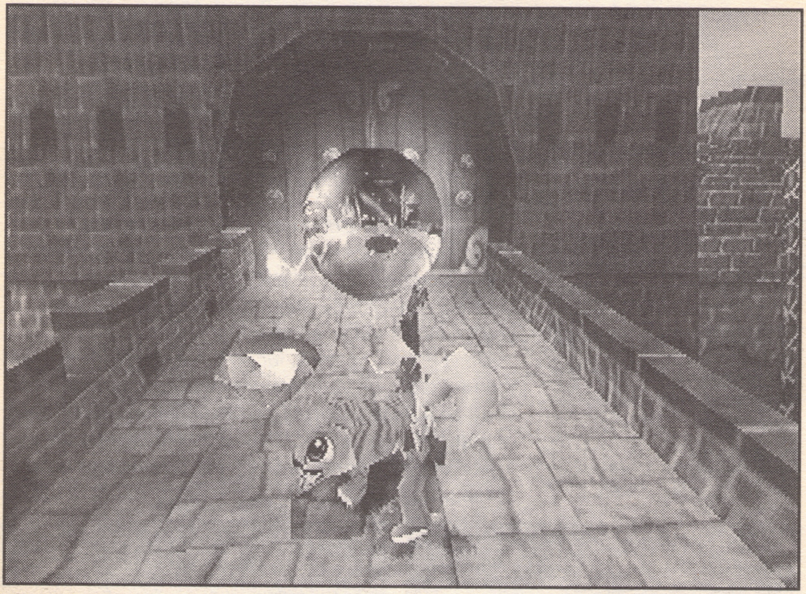
Crash… meet your sister Coco. You'll be playing as her for the first time in the game for this level, and what a white-knuckle ride it is too! You're not alone as Coco though, you've got Pura the tiger to help you, and you'll have to hop on Pura and ride through the level at breakneck speeds… so hold on! When on Pura, you can control his movements by steering him left and right, making him jump, and even injecting a bit of pace into his run. You'll have to be very quick to smash all of the boxes as it requires quick zig-zag movements and plenty of jumping. The safest way to conquer the level is to follow the paths of fruit, but occasionally you'll have to break away and go chasing hard-to-reach boxes that are off the beaten track. There are plenty of hazards as well including soldiers, water-bearers, dragons and rolling barrels – all can be easily avoided provided that you spot them and move in time. The dragons for example follow two set patterns – there'll either swoop high or swoop low, the high ones you simply run under, and the low ones need to be jumped. When playing for the boxes, make sure you look-out for the checkpoint boxes because they will save all of the boxes you've smashed up until that point.

At three points throughout the level, you'll see little men popping out of trapdoors. If you run over these









trapdoors, they will propel you up to a higher level where sometimes more boxes can be found. The correct trapdoor order is to skip the first, run over the second and then skip the third – this way you'll not miss a box When competing for the Artefacts in time trial mode, you have to hold down the ■ button to engage Pura's run. Things get a lot hotter when you're bounding through at this pace, so watch yourself!

**TIME TRIALS!**

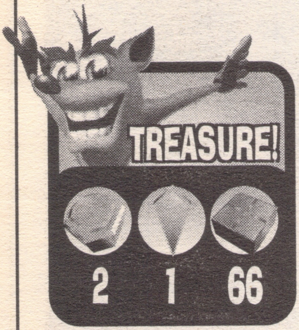
Sapphire Artefact
Gold Artefact
Platinum Artefact

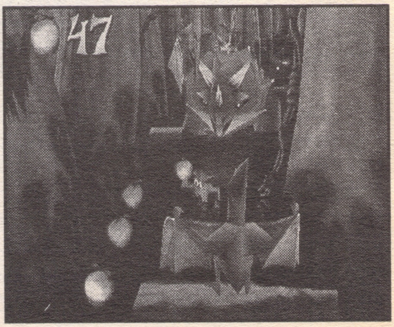
# Bone Yard

Anybody that has played *Crash Bandicoot 2* will recall those taxing levels whereby you were pursued by a giant bear and had to run out of the screen avoiding any additional pitfalls that crop up along the way. They were tough, but not quite as tough as this cookie! This level starts off in a similar style, except this time there is a huge Triceratops dinosaur that relentlessly chases you through the level. Things to avoid include mini volcanoes, lava pits and ledges that must be jumped, Pterodactyls that must be dodged, and weeds that can either be jumped over or span through.

When you reach the second check-point, the format of the level will change and you'll go onto a brief side-scrolling section. Collect the Aku Aku mask and detonate the 'TNT' boxes, then carry on going, you'll now notice that the level switches to a upwards scrolling one. Shortly after the perspective changes, you'll notice a red wire frame of a jewel.

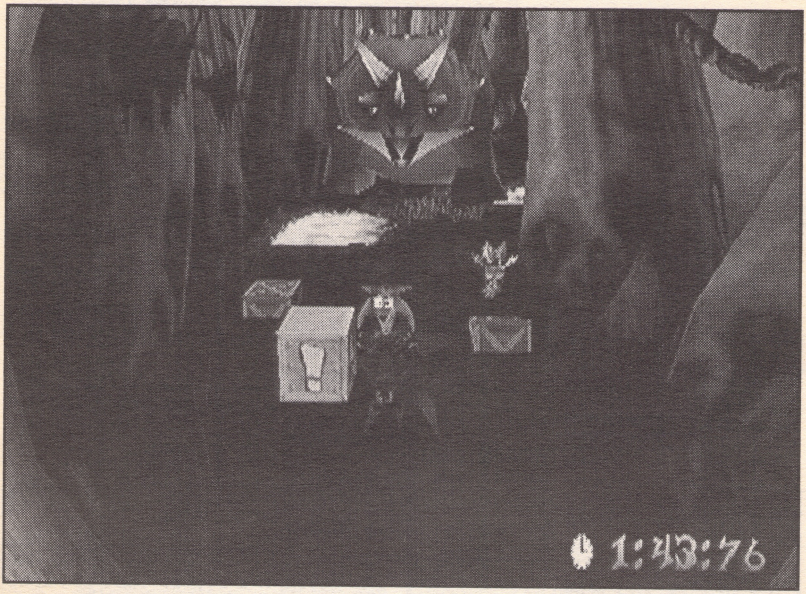
Don't worry about this for now, but when you acquire the Red Gem, be sure to re-visit this level later on and you'll be able to use this Red Gem Platform as a means of getting to the second Clear Gem situated on this level. For now though, just concentrate on breaking all of the boxes to get the first Clear Gem, and grab the





Crystal while you're about it. Whilst traipsing through the murky sludge, watch out for the enemies that glide up to you with just their heads poking out. When they get close they will pounce, so use your spin attack to vanquish them.

There's a bonus level in this next section, so be sure to smash all of the boxes. When inside the bonus level, when you come to a large pillar of boxes with a bouncy arrow box on top, slide into them to take out the first couple, then perform a crouch jump to get on top of the arrow box – this will give you enough life to enable you to get the two boxes on top of the steel stack of boxes. When back in the real world, you'll come across another perspective change and some boxes that will need activating via the switch box, then it's onto the last dinosaur chase before the end of the level. As you dash to the finish, be sure to trigger the nitro switch (this will destroy all of the nitro boxes in the level and enable you to get the Clear Gem for smashing all of the boxes!)



**TIME TRIALS!**

**Sapphire Artefact**

**Gold Artefact**

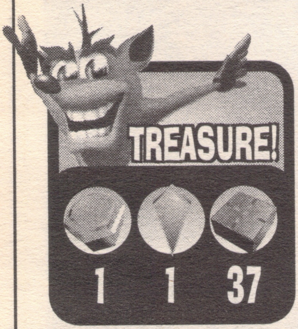
**Platinum Artefact**

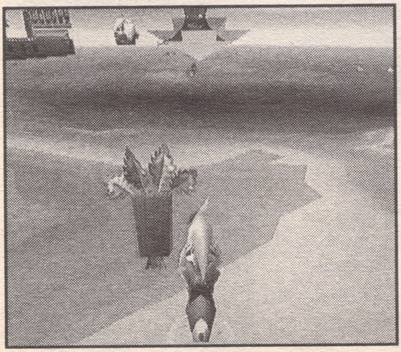
# Makin' Waves

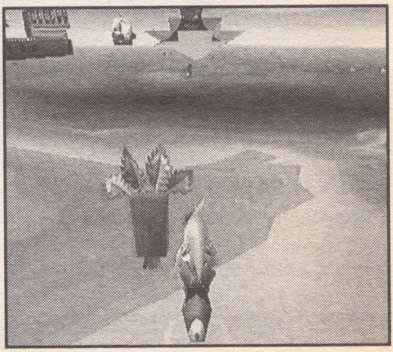
This is the second level in which you step into the pink sneakers of Coco Bandicoot, and this time you get to thrash around on her nippy jet-ski in a fantastic 3D water level. The controls are simple, just hit the accelerator and go!

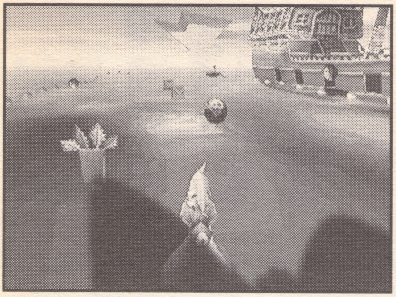
The arrow at the top of the screen will point you in the right direction, so take heed of where it points and smash all of the boxes along the way. The route is also marked with various buoys (yellow on the right and red on the left), so you shouldn't get lost at any point. The real fun comes from the jumps. At certain points your path will be littered with these jumps that can be glided over and will enable Coco to smash any boxes that are hovering in the air. If you miss, them, simply turn around and have another go. When gliding through the air after a jump, you can pull back on the directional pad to perform a mid-air flip, or by pressing forward, you'll dive into the water afterwards and sink slightly – this will able you to grab any extra lives that may be slightly below the water's surface.

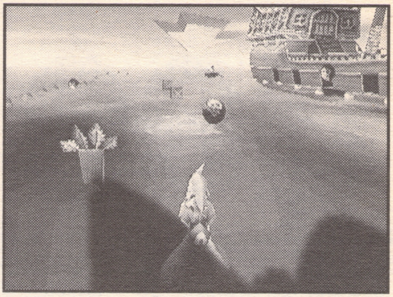
The only obstacles to avoid on this level are floating mines (that'll explode on contact) cannon balls that are shot from the stationary pirate ships, and nasty pirates in boats that'll smash you with their oars.

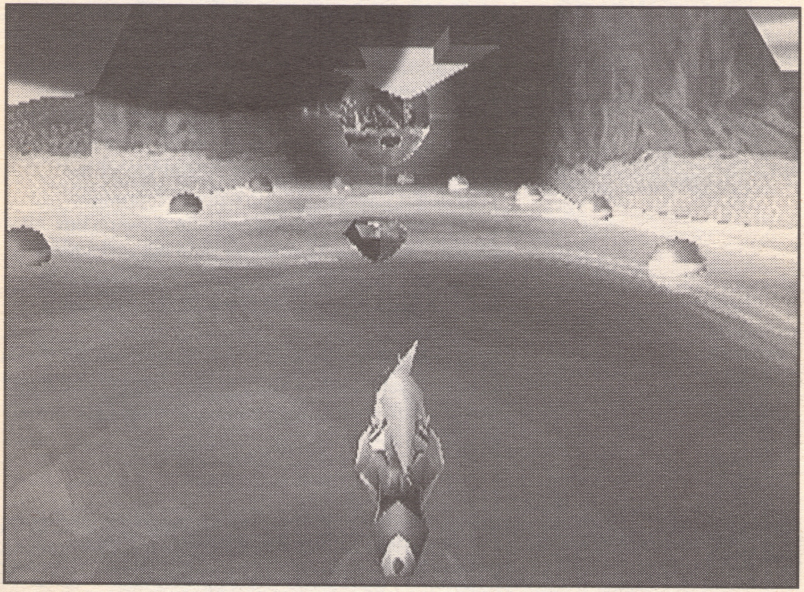












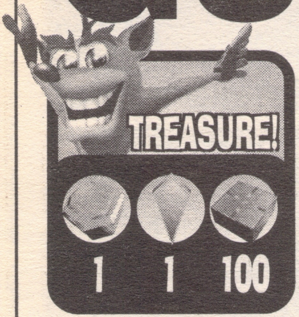
**TIME TRIALS!**

Sapphire Artefact

Gold Artefact

Platinum Artefact

# Gee Wiz

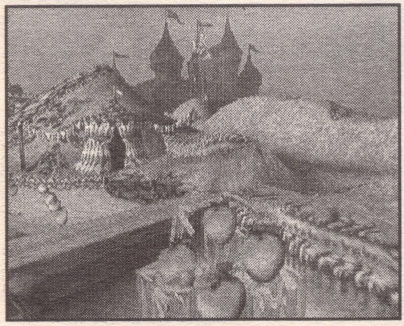


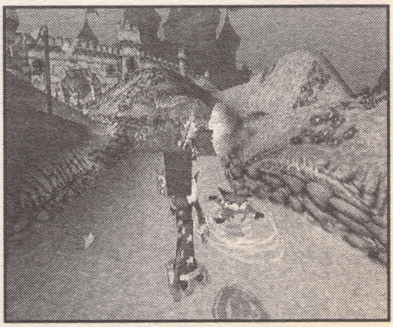
When you start the level, watch out for the frogs, if they trap you, they'll kiss you and turn into a hippie prince… urgh!

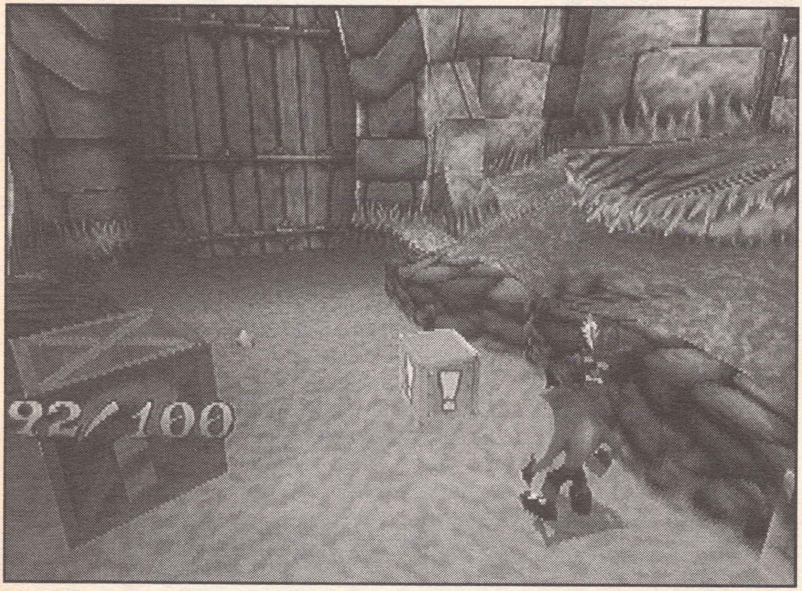
A short way into the level, you'll be able to use your new Super Charge Body Slam move for the first time to shatter a stack of re-enforced boxes. You'll also meet the pesky wizards for the first time. These guys shoot fireballs at you which can either be jumped or span into – just don't make contact with them, because if you do, you'll be transformed into a frog… Bud-Weis-Er!

The bonus level is slightly trickier than previous outings. At one point you will come to a switch box, ignore this to start with until you jump out and smash the lone box hovering in space, then hit the switch to reveal the large row of steel boxes above. The rest is pretty easy

The rest of the main level is very straightforward. There are a few swordsmen to avoid or kill, and right at the end there is a nitro switch that'll need activating if you are to gain the Clear Gem.







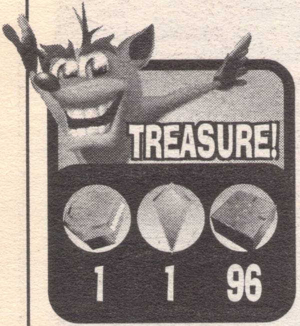
**TIME TRIALS!**

Sapphire Artefact

Gold Artefact

Platinum Artefact

# Hang 'Em High



**TIME TRIALS!**

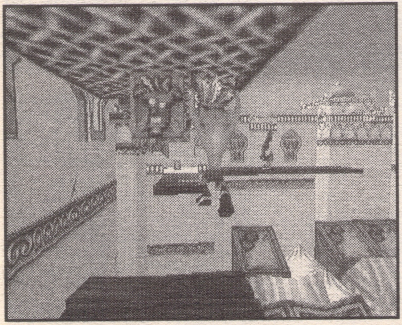
Sapphire Artefact
Gold Artefact
Platinum Artefact

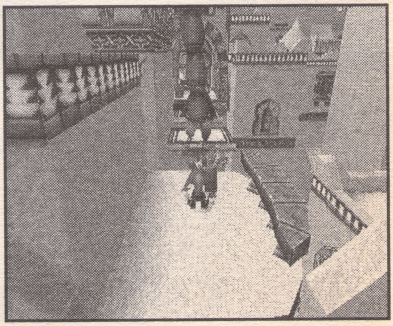
This level starts with Crash having to jump on a series of canopies. Once at the top, you'll see a vicious swordsman up ahead. Don't even think about approaching him whilst he is waving his sword at you, instead wait until he turns around and starts walking away before either spinning or sliding into him. Next up is the magician on the magic carpet – he's easy enough to kill though.

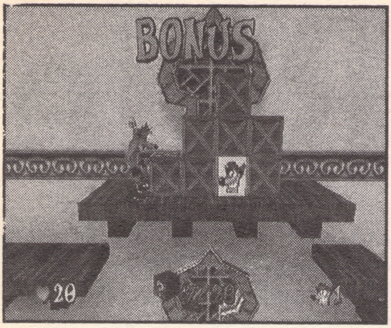
When you've killed him, use the bounce box to get up to the higher level and then jump to grab hold of the upper rail – you'll use this to swing like a monkey over to the far platforms – just watch out for the scorpion though. The best way to kill them is to slowly edge closer and spin whenever it's near

When you come to the peasant carrying the jug, simply slide into him to get rid and then bounce on the two further canopies to get across the gap – but watch out because there is a box that is concealed high up, therefore you will need to bounce high on the second canopy in order to get it.

Before long you'll come to another high railing that you'll need to swing across. This is much longer than the first and has more enemies to contend with. At one point, you'll have to drop off in order to get to the bonus stage. This stage is quite hard to master. To start with,





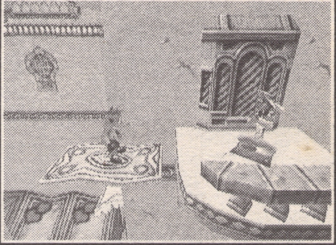


you'll have to jump up to obtain high boxes, the most effective way to do it being to use the low box as a spring board to get enough height to land on top of the second lowest box, then simply bounce up them like steps. Towards the end of the bonus stage, you'll see a wire frame box that needs filling in. Walk ahead slightly and you'll see a changer box that'll alternate between a 'TNT' box and a normal box – you'll need to hit it when its a 'TNT' box in order to trigger the switch box below it. When done, a bounce box will appear where the wire frame was, and you'll be able to use this to get to the higher boxes.

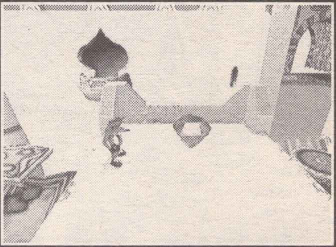
When back in the main level, use the bounce box to grab hold of the railing and then carry on swinging to the end. There are more canopies to jump on before you'll come to a nitro box with two normal boxes underneath. Use your slide to take these out. The canopies that follow have another hidden box above them, but the rest of the level is dead easy.

## YELLOW GEM

**To get the Yellow Gem in this level, you'll need to pass all of the time trials in this set of levels (so you'll have ten artefacts in total) then go to the secret warp world to gain access to a new entrance to Hang 'Em High. We recommend waiting until you gain the Double Jump power before attempting this though, because there are rather a lot of nitro boxes inside that'll be devilishly hard to avoid without it.**



As well as nitro boxes to avoid, you'll encounter the odd dodgy genie as well!



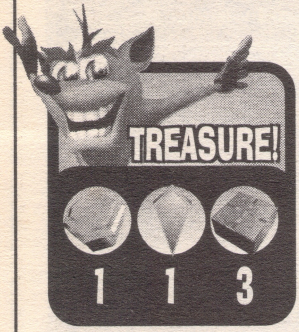
So near yet so far! You won't be able to get the Yellow Gem until later in the game!

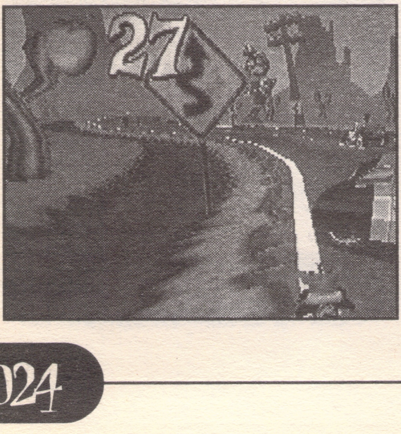
# Hog Ride

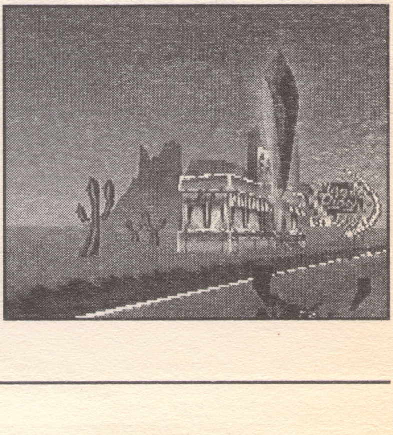
Get ready to race the red-necks in this highly enjoyable motorbike level. The idea is the race the 'boys' to the finish line and take first place. If you come first you'll get the Crystal. You're at a bit of a disadvantage though because they all have cars and can thus run you off the road, but your bike is slightly faster. When we cleared this level, we did it twice – the first time we concentrated on getting all of the boxes at a relatively slow pace, thus learning the twists and turns of the road. Then the second time we concentrated on coming first.

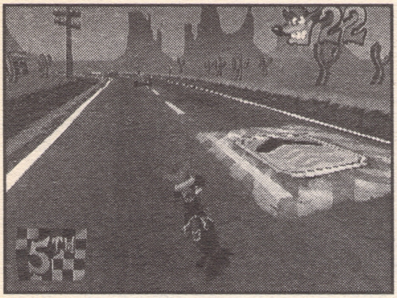
There are few tips to learn in order to beat the boy racers. The first is to gain a speed-start by accelerating just as the lights go green, the second is to ease up on the throttle when tackling the hard turns, and the third is to obtain a good racing line by staying away from the cars and clinging to the side of the road when approaching corners.

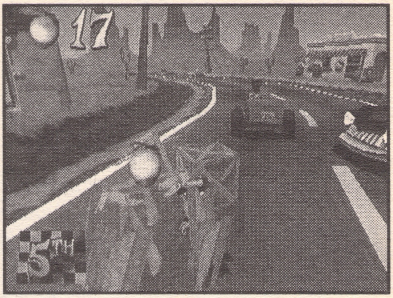
At certain points, you'll come to speed-boost arrows on the road. When you run over these, you'll pull a wheelie and go incredibly fast. By learning the road lay-outs and turning into the corners well in advance, you

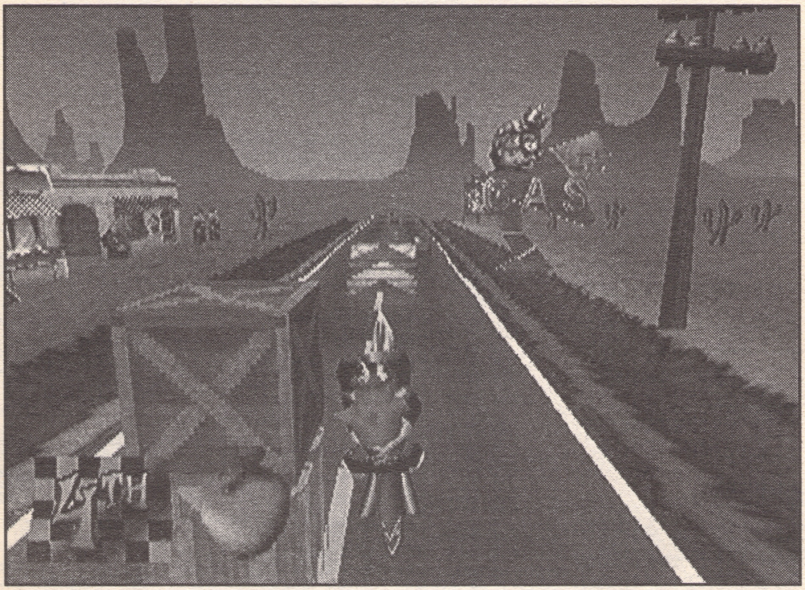












can maintain this additional speed for quite some time, so make full use of it.

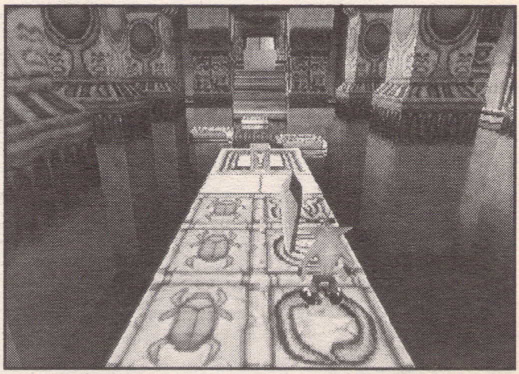
Be wary of cop cars blocking the path at certain points, and you'll also need to use the ramps to obtain boxes and jump the gaps in the road.

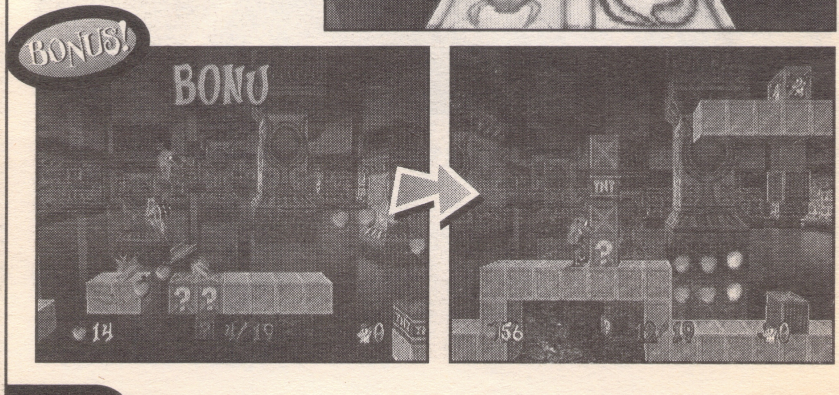
**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact

# Tomb Time

Not a particularly tough level this, but it can throw up a few problems if you aren't cautious enough. The perils early on include giant cobras and lizards that jump out of pits. Be on the lookout for the switches on the ground that open the large stone doors and you'll shortly come to the deadly tiles. These form a bridge and must be tackled carefully. Basically the green tiles are safe to walk on, but the red ones will plunge you to certain doom – you can walk on them, but just be sure to jump off quickly!



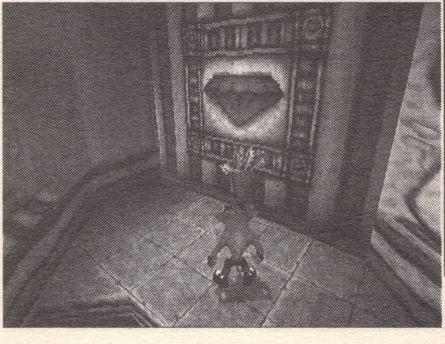


You'll then come to the bonus level. This involves detonating a series of 'TNT' boxes before you'll come to a stack of boxes with a 'TNT' box close to the top. Slide into the bottom box and then this triggers the 'TNT' box. Jump on top of the stack and jump again over to the steel boxes. Then drop down and finish the level. When back in the main level, you'll soon come across a series of monkeys in jugs that'll toss stones at you. Spin into them to smash the jugs and you'll be left with one solitary quivering chimp. Give him a good spanking by jumping on him to gain more fruit.

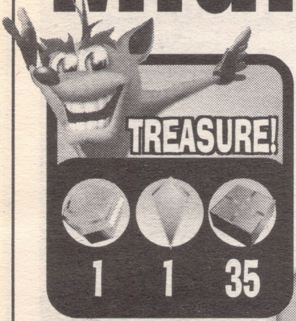
Next up is the dreaded falling blocks. Time you run so that one falls just before you reach the end and then jump over it and take out the vindictive swine that's pulling the 'drop' lever. Beware of the rays of light ahead. They activate poisonous darts. If you do touch one, jump quickly to avoid the darts as they fly out of the wall on the left. Soon after you'll come to a split in the path. Don't bother going left just yet. Go right and carry on until the end of the level, facing perils you'll already be familiar with.

## PURPLE GEM

**During the Tomb Time level, you'll notice a split in the path. Going left will take you to a wall with a picture of the Purple Gem on it. Unfortunately, you'll need this purple gem to get both of the Clear Gems in this level. When you have the Purple Gem (found on level 13, High Time), return to this level and the wall will open revealing a new path with more boxes and the second Clear Gem at the end. Once this path has been completed, you'll rejoin the original path near to the end of the level, so you'll have to track right back to where the path split, collecting all of the boxes along the way in order to get the first Clear Gem when you eventually complete the entire level. Tricky business!**

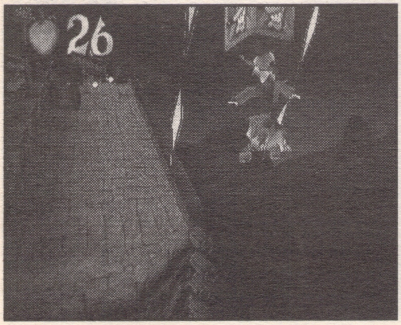


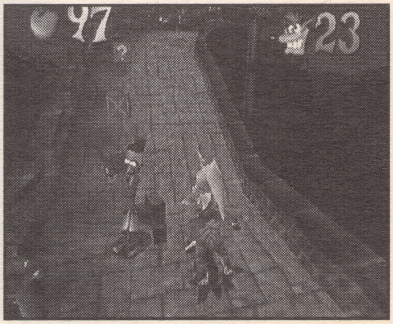
# Midnight Run

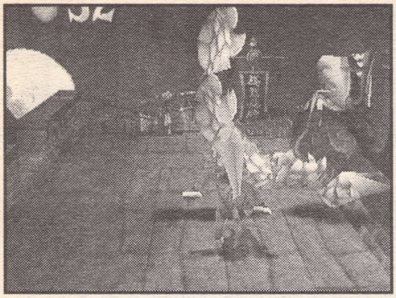


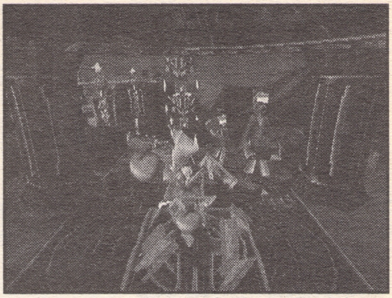
Time for Crash's sister, Coco Bandicoot to hop back onto her trusty tiger side-kick, Pura, for a spot for oriental slap and dash mayhem. Use exactly the same strategies as you did for Orient Express, but be wary of a lot more obstacles littering your path.

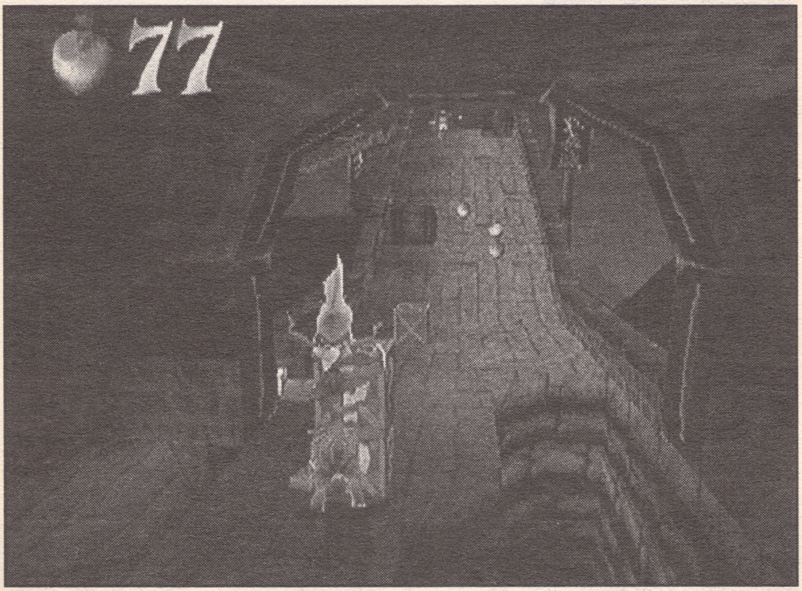
The hardest part is collecting all of the boxes for the Clear Gem award. In regards to the trap-door men, skip the first one, but hop up on the second. From here, smash the two boxes at the top and then start running to the edge of the platform before jumping. With any luck, you should smash the following two boxes on the way down, then when you hit the ground, immediately jump again to avoid the dragon. The rest of the level is pretty manic – be aware of more suspended boxes and you shouldn't have too much trouble.







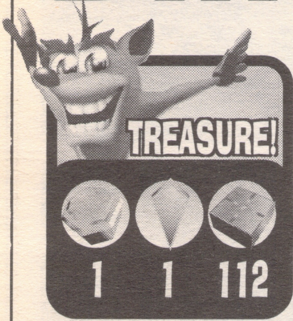




**TIME TRIALS!**

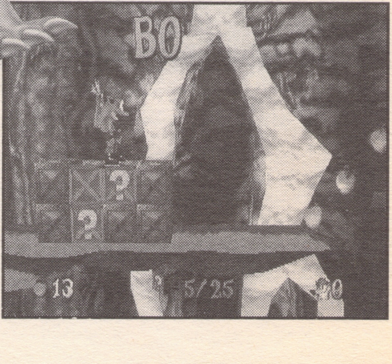
Sapphire Artefact
Gold Artefact
Platinum Artefact

# Dino Might



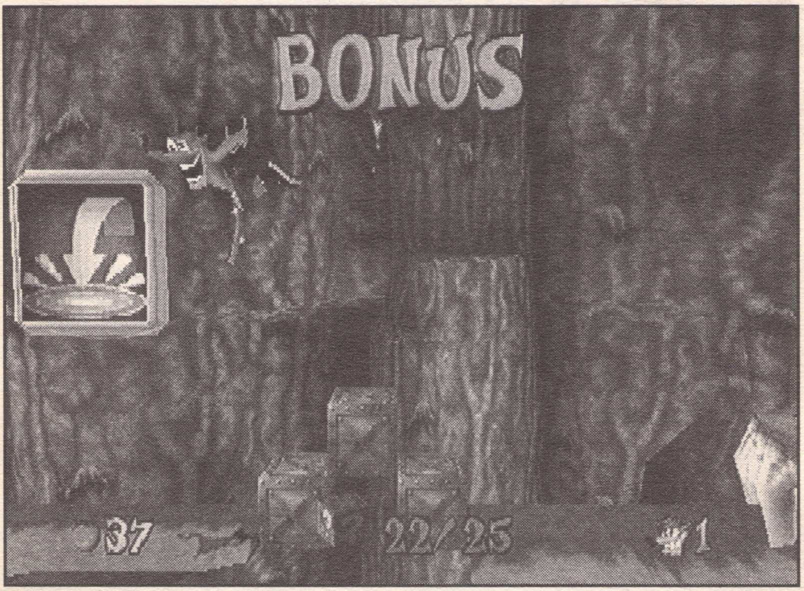
No sooner has the level started and you get to try out your new Double Jump power to grab the extra life box from onto top of the steel pillar. A new enemy will crop up next in the form of a spinning rodent. Wait until it isn't spinning, then kill it.

If you collected the Yellow Gem from the secret Hang 'Em High entrance in the secret warp room, this will appear in this level as a new platform. If you have it and choose to ride it, you'll be whisked off to the hard route through the level whereby you'll be able to obtain the second Clear Gem. If not, proceed through the normal level and come back to it later (if you do take the Yellow Gem platform, you'll need to backtrack through the level and collect the boxes after it drops you back into the main level). Proceed with jumping the lava pits



and killing the spinning rodents, and then eventually you'll come to a curious-looking egg. Crack it open and inside will be a friendly dinosaur that you'll be able to hitch a ride on. This guy is fast and can jump very high. He also acts as a shield to protect you from one enemy hit. But if he gets hit, you'll lose him. You'll lose him anyway when the perspective shifts to side-scrolling, so don't fret too much.

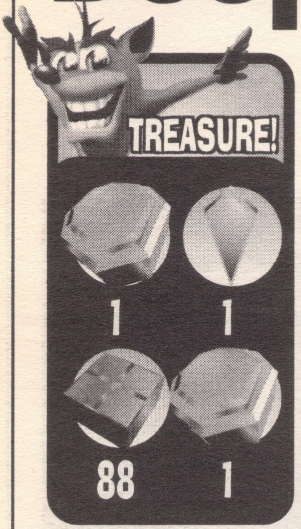
Hit the high switch to fill-in the steel boxes and then use these as a bridge to get the solitary box. Then proceed to the bonus level. This is an easy one because all you'll need to do is use your Super Charge Body Slam to break open the re-enforced boxes. For the ones over the gap, simply position yourself next to the edge and perform a Super Charge Body Slam on the ground next to them, this should do the business. The main level is rounded off with another dinosaur chase, so use the same tactics as before to get through it. The only tricky bit is when you need to perform a Double Jump to smash a high box, but the rest is easy!



**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact

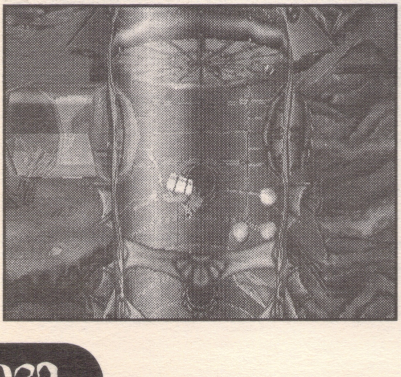
# Deep Trouble

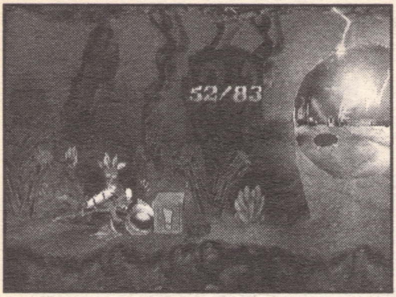


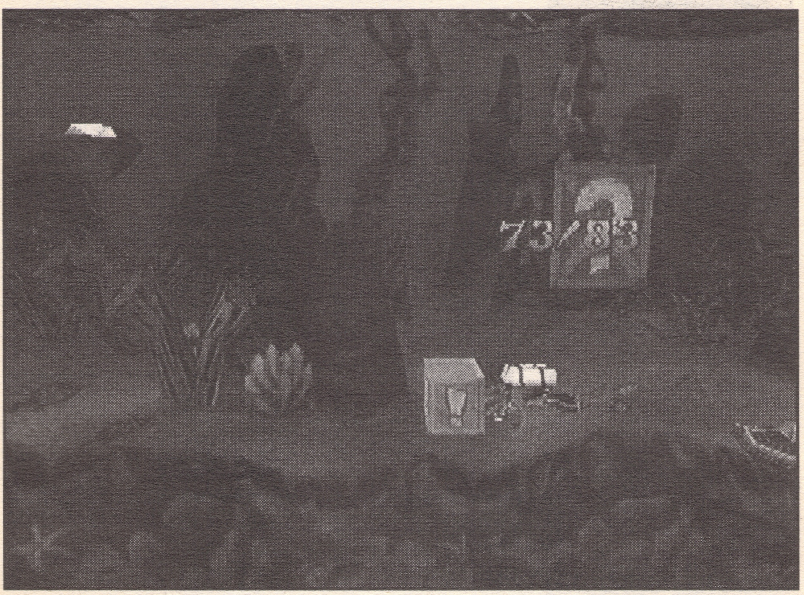
Back to the murky depths once again… but this time Crash will start with a jet-sub right next to him, so the first part of the level is easy – just keep shooting everything with your torpedoes. Negotiate the electrified disk like you did before and watch out for the mine and the eels as you descend into the chasm.

The next hazard are the rotor blades that create mini whirlpools. If you swim into these, you'll get sucked in and lose a life. Proceed down the huge tube, avoiding the puffer fish as you go. Carry on past the next set of rotors, and then at the end you'll see a construction of steel blocks and 'TNT' boxes with one wire frame box at the top. Ignore this for now and swim up through the tight passage.

Then at the top, grab hold of the jet-sub and use it to totally clear the path of obstacles (except for the rotors, you can't get rid of these – hell… we've tried!) When you get to the end of the level, you'll see a switch box, hit this and then back-track through the section of level you've just conquered until you come back to that strange steel block construction. The wire frame box will now be filled-in to reveal a 'TNT' box. Hit this and you'll clear yourself a new path through the level. Be careful







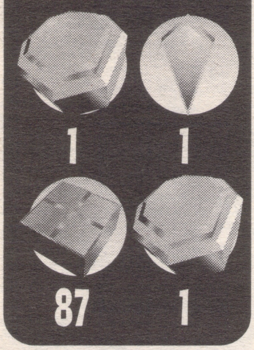
when going through here because there are loads of nitro boxes littering your path. Navigate through these though and you'll not only be rewarded with the Clear Gem for collecting all of the boxes, but also the Red Gem for taking the secret path, which will provide you with a new Red Jewel platform in level 4 (Bone Yard). Job's a good un!

**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact

# High Time

**TREASURE!**



**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact

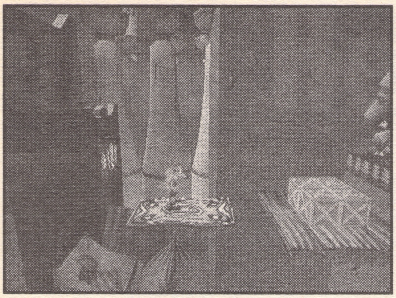
This is a very similar level to Hang 'Em High, but with a few added twists to keep you on your toes. The biggest difference though is that there are two different paths to explore, but more about that later. The first new enemy you'll meet will be instantaneous – a fire-chucker. These guys poke their heads out of windows and chuck fire-bombs at you… charming! Simply time your runs over the fire and you shouldn't have too much difficulty getting past them. Bounce up on the canopies and magic carpets, tackling any foes that cross your path, then use the overhead rail to swing across the large gap. Soon after you'll come to the bonus level, which is a relatively easy one.

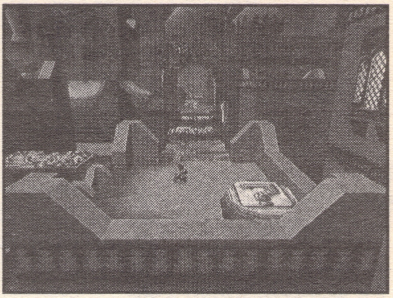
Just use your Double Jump to scale the stacks of high steel blocks, and smashing the actual boxes shouldn't be too much trouble. When back in the main level, you'll soon comes across one of two things – either a wire frame of a platform, or an actual new platform. The platform will only appear if you get through to this part of the level without losing a life. If you lose a life, all you'll see is the wire frame.

Right now it's decision time, do you stay on the beaten track and carry on smashing all of the boxes, thus getting the Clear Gem, or take this new platform to the hard path through the level in order to get the Purple Gem? If you carry on through the main level, you'll need to bounce up on the canopies and then tackle the mad sword-thrower at the top. To get past him, double jump over his swords and then spin into him. The rest is quite straightforward stuff that you'll have already tackled in similar instances before.

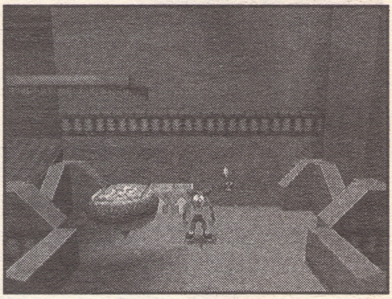
## The Hard Path

So, you've got through most of the level without losing a life and are now faced with that mysterious new platform

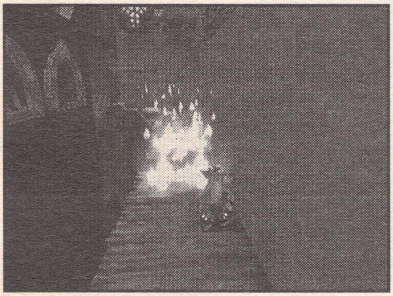


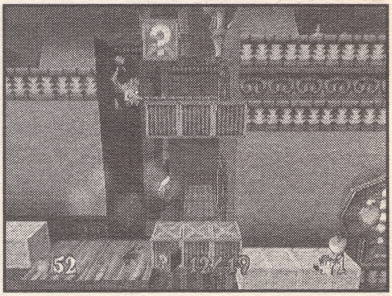


(if you did lose a life, you'll need to go back to the warp room before tackling the level again). By hopping onto it, you'll be whisked off to the hard path through the remainder of the level. There are no breakable boxes in here, so just concentrate on getting through it in one piece. It's all pretty standard obstacles that you'll have seen before, so you don't need us to guide you past them.

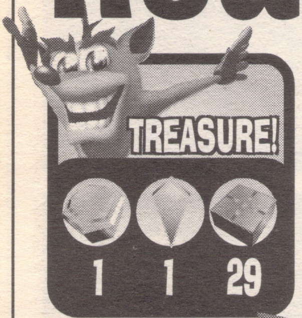


At the end of this level is the Purple Gem. When you have this, you can return to Level 9 (Tomb Time) and get through that secret Purple Gem wall in order to get the two Clear Gems.

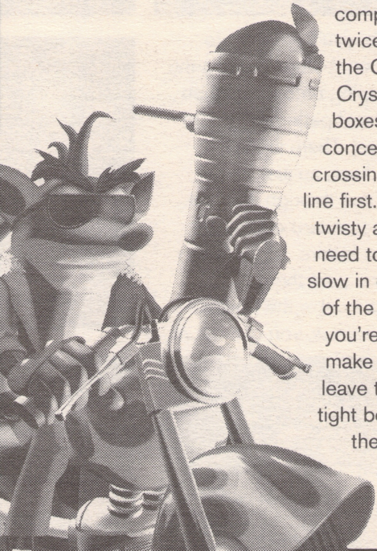


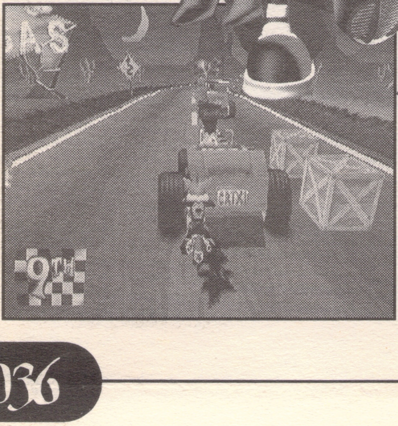


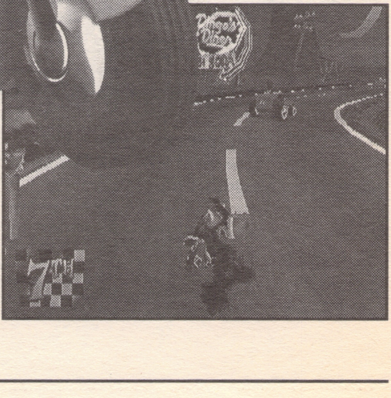
# Road Crash

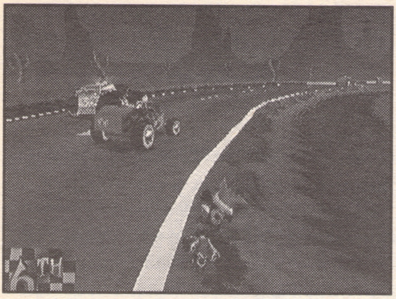


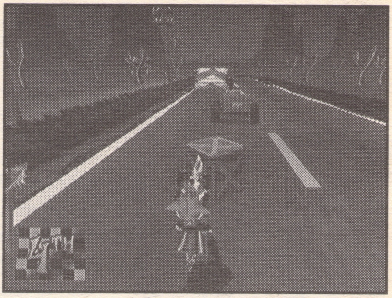
Another level whereby Crash gets to hop astride his trusty motorbike and give the boy racers a good thrashing on a new and longer circuit. Once again you'll probably need to complete this level twice in order to get the Clear Gem and the Crystal, once for the boxes and then again, concentrating on crossing that finishing line first. The road is fairly twisty and turny, so you'll need to takes things slow in order to smash all of the boxes, and if you're going for the win, make sure you don't leave the road on those tight bends by easing off the gas.

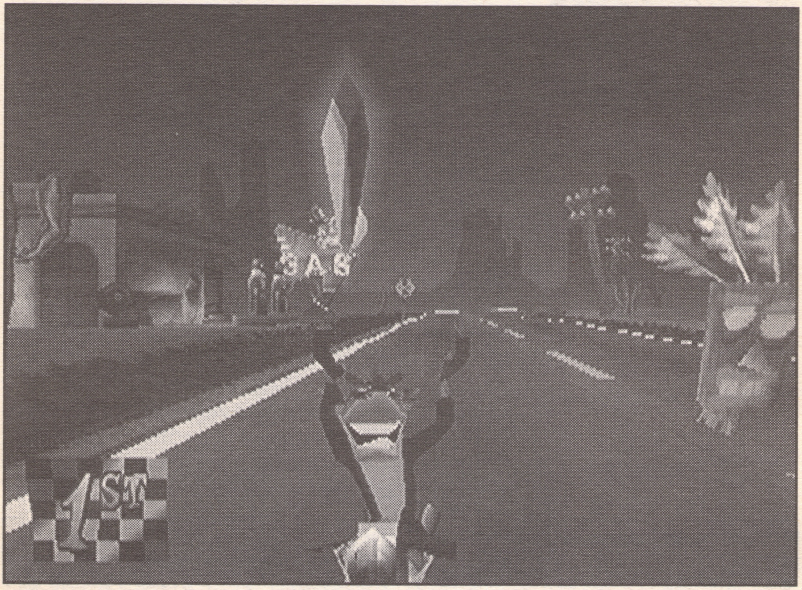












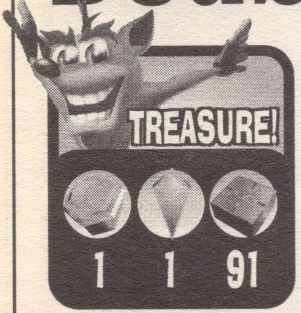
**TIME TRIALS!**

Sapphire Artefact

Gold Artefact

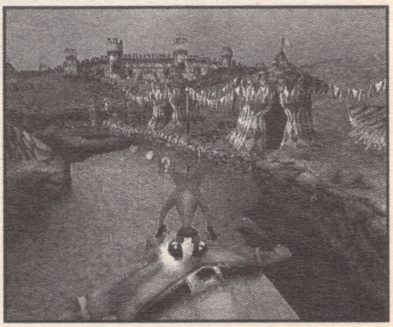
Platinum Artefact

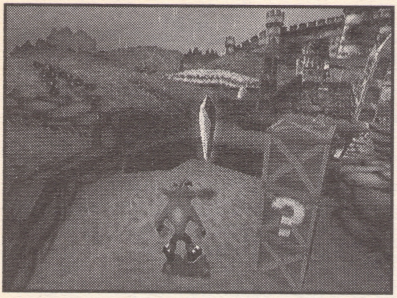
# Double Header

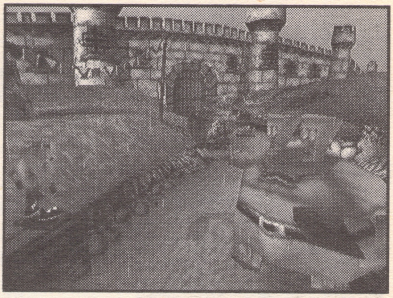


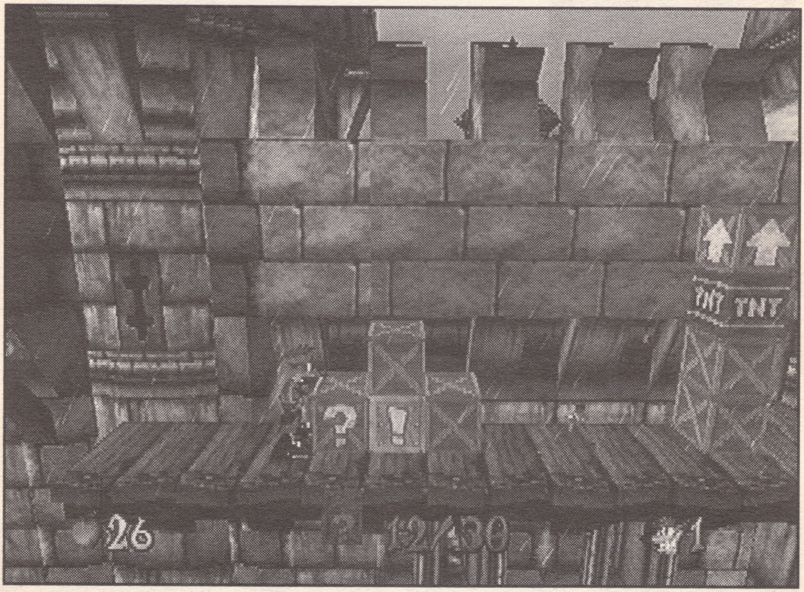
There's a brand new adversary to contend with here – a two-headed giant wielding a couple of nasty clubs. If Crash gets smacked by this guy, he'll know he's been spoken to, so the safest bet is to jump past them when they're not swinging their clubs, or Double Jump onto its head to knock it down. It is also possible to run along the sides of the scenery if you want to avoid them altogether (this is a handy hint for making haste in the time trials).

Later in the level you'll come to a few stacks of boxes with strategically-placed 'TNT' boxes amongst them. For some you'll have to jump and spin into them to smash the normal boxes (or you can just trigger the 'TNT' boxes and blow them all away) others you'll have to Double Jump to take out the box at the top, and then slide to get the lower boxes. You'll then meet a whole host of familiar adversaries before coming to the bonus level. For this you'll need to use the spring boxes to smash all of the high boxes (then perform a Super Charge Body Slam on the spring boxes to smash them) then when you come to the 'TNT' boxes, Double Jump over them and then progress a little way to activate the switch box. This will fill-in the wire-frame boxes next to the 'TNT' stack and enable you to get them without first blowing up the handy spring box. For the next stack, you'll have to slide









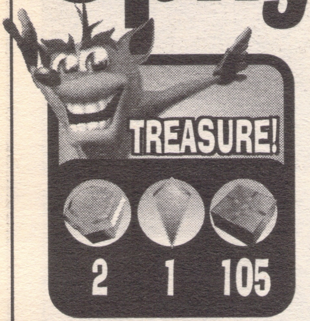
into the box at the bottom, which will start the countdown on the 'TNT' box. Be quick and jump onto the spring box to get to the higher boxes and then get away of the way before it blows. Now leave the bonus level having obtained all 30 boxes.

The rest of the main level consist of more giants, goats, wizards and frogs, so knowing how to attack them you shouldn't have too much trouble getting to the end with that perfect Clear Gem awarded!

**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact

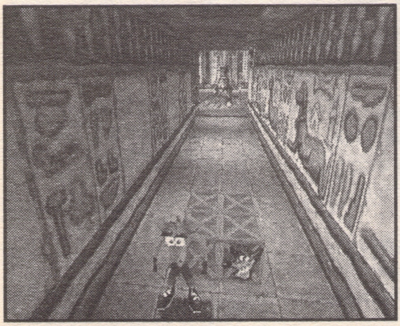
# Sphynxinator

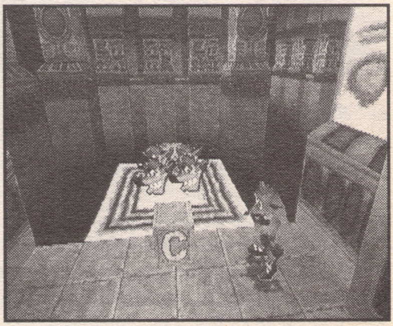


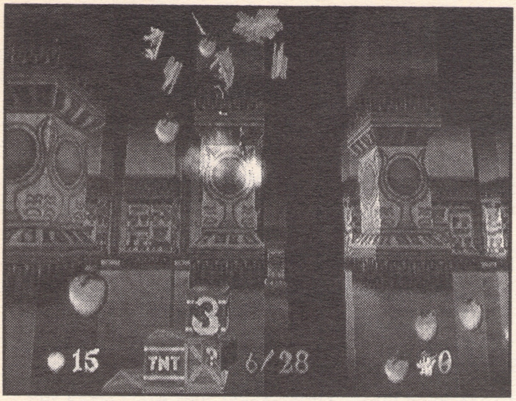
As soon as you start this level, turn around and walk towards the screen. Here you'll find four easy to miss boxes that'll you'll be scratching your head over if you don't smash them now.

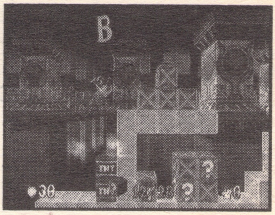
If you go forward, you'll notice that the path splits. With you new Death Tornado Spin, it is possible to Double Jump and then glide over the huge gap down the left-hand path. Although by going down here, only extra lives will be rewarded, not extra boxes. Lives aren't in short supply in this game, so it is probably more advisable go down the right-hand path.

Avoid the pits and spikes and before long you'll come to a peasant wielding a flame thrower. Wait until he is pointing it away from you, then jump over the pit and spin into him. Next up is a couple of moving platforms with spikes in-between, so time you move carefully. You'll soon come to a set of light beams… these are tricky because there is a nitro box nearby. Use your Double Jump followed by the Death Tornado Spin to glide through them and over the poison darts. Proceed through the level and after several stacks of boxes (with 'TNT' boxes amongst them – use the familiar tactics to smash them all) you'll see a wire frame of a Blue Gem platform. Take note of the position and return to this









point when you have the Blue Gem. Next up is a stone-dropper. Time your run (preferably after the stones have slide over the nitro boxes to avoid any risk) and take him out, then hop onto the moving platform to be carried through 'apple alley'… but watch out for the flame-thrower bloke at the end.

When you come to the bonus level, it gets tricky because there is a lot of 'TNT' around. Double Jump over the first stack, then turn around and slide into the bottom box before triggering one of the 'TNT' boxes… now swiftly move on. Jump on top of the 'TNT' boxes shaped like steps and jump up to smash the high box, then jump away over the gap. Double Jump over the next two 'TNT' boxes and then smash all of the normal boxes (including the extra life box next to the steel blocks. Then go back and detonate the 'TNT' boxes. For the last stack, spin into the two middle boxes and the strengthened one will fall down to trigger the 'TNT' box. Move away until it explodes, then perform a Super Charge Body Slam on the strengthened box to finish .

When you return to the main level, you'll soon come to a selection of stone-throwing potted monkeys. Spin into them all and them bounce on the last quivering monkey to gain extra fruit. The rest of the level is familiar territory, but be sure to spin into the green switch box at the end to detonate all of the nitro boxes and obtain the perfect Clear Gem.

**TIME TRIALS!**

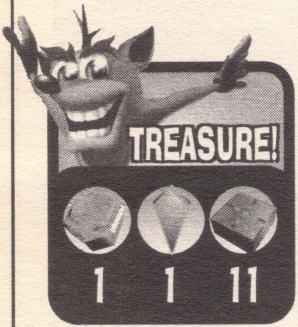
**Sapphire Artefact**
**Gold Artefact**
**Platinum Artefact**

# Bye Bye Blimps

After all the interesting levels involving jet-skis and motorbikes, it's time for a different direction, and on this level Coco takes to the skies in a World War I biplane! The idea here is to shoot down seven of Dr Cortex's blimps that are floating around the area.

However, this isn't made easy by the drone planes that are protecting them. You'll have to shoot a blimp several times before it sinks, but whilst you're trying to do that, the enemy planes will try to engage you in a dog-fight. Being rather noble chaps though, they won't shoot you from behind – only from the front, so if they do start laying into you, perform a barrel roll and turn around to evade their fire. They can be shot down easily enough, but there is a never-ending fleet that will always appear (although only three on-screen at a time) so concentrate on the ones that are near the blimps.

The Crystal is obtained when you shoot down all the blimps, but there are also 11 boxes scattered around as well. These are suspended in the air by balloons, and can be taken out in two ways – by either shooting the balloons or the boxes (you won't get the fruit if you shoot the balloons though). Near to the blimps, you'll also find special first aid boxes (these count as normal boxes so destroy them all) that will replenish some of your damage bar if you're in trouble. Now get to it, pilot!

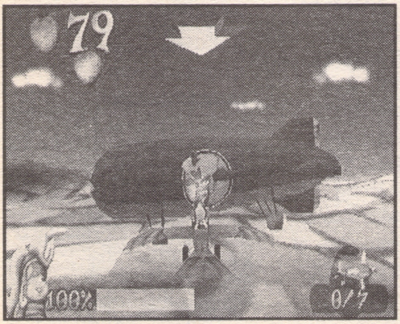


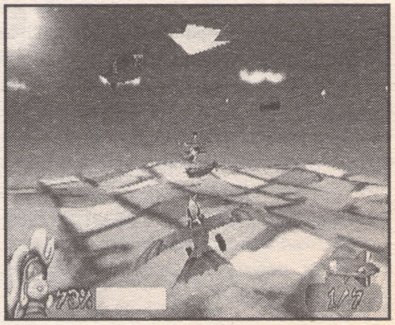
**TIME TRIALS!**

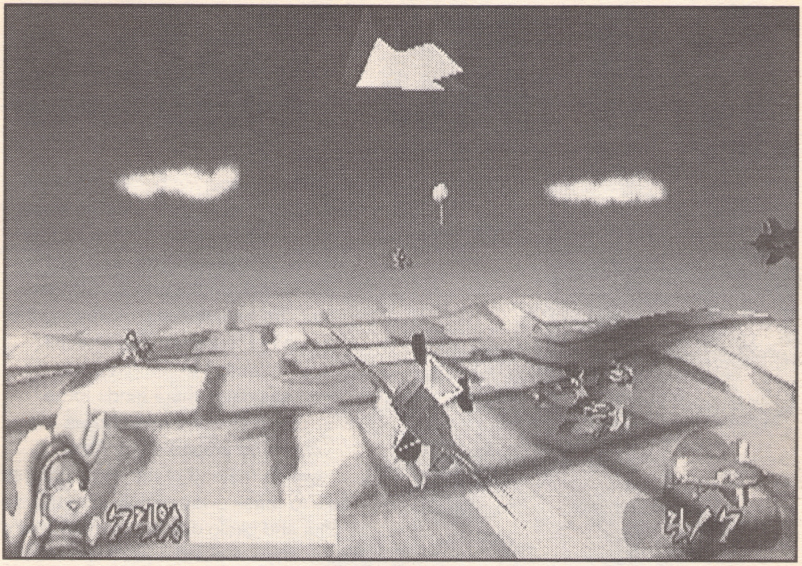
Sapphire Artefact

Gold Artefact

Platinum Artefact



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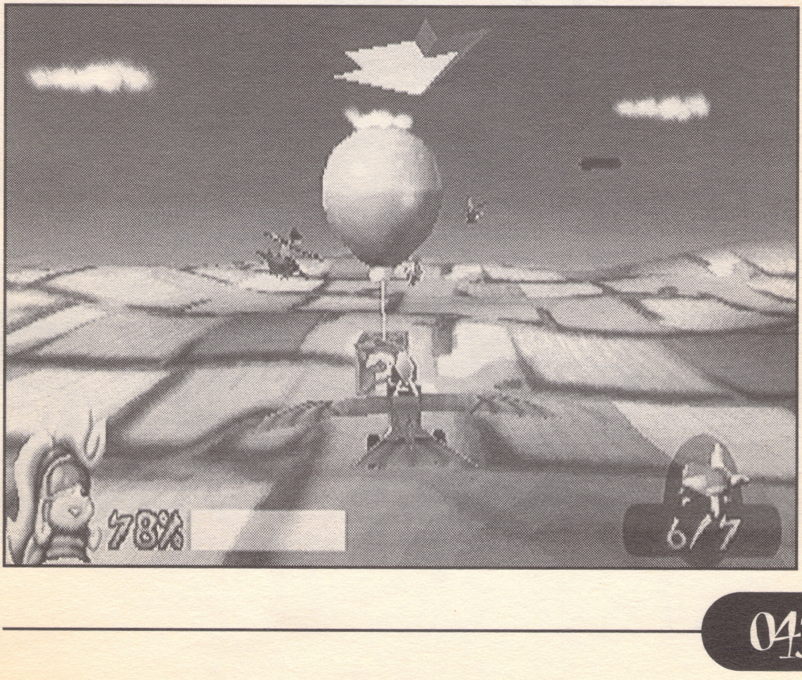
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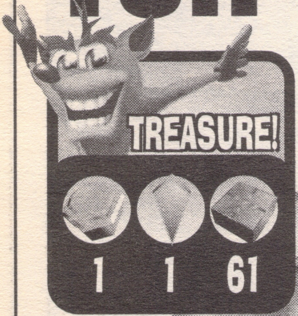
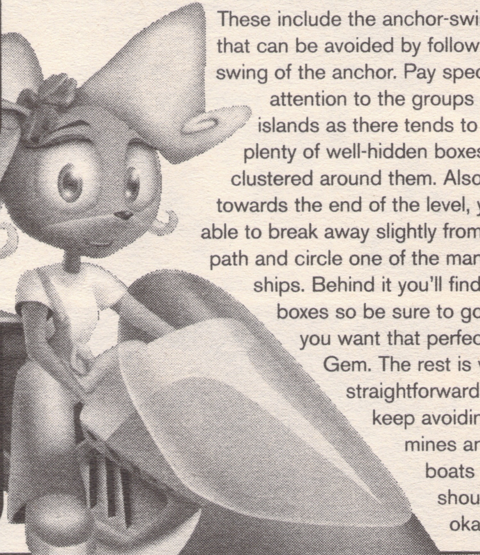
# Tell No Tales

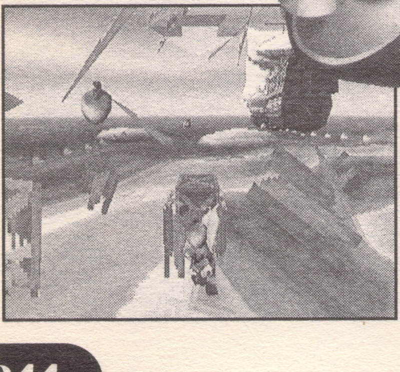


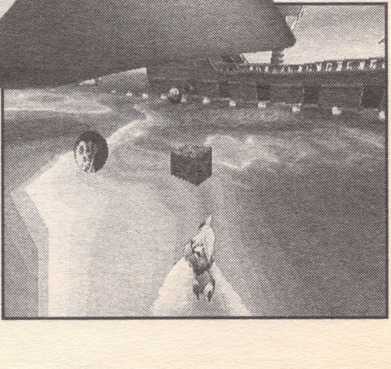
After taking down Cortex's blimps, it's back to the high seas for Coco's high-octane jet-ski level. Use the same basic strategies as before, although there are a couple of new adversaries to watch out for. These include the anchor-swingers that can be avoided by following the swing of the anchor. Pay special attention to the groups of islands as there tends to be plenty of well-hidden boxes clustered around them. Also, towards the end of the level, you'll be able to break away slightly from the set path and circle one of the many pirate ships. Behind it you'll find extra boxes so be sure to go there if you want that perfect Clear Gem. The rest is very straightforward – just keep avoiding those mines and boats and you should be okay!

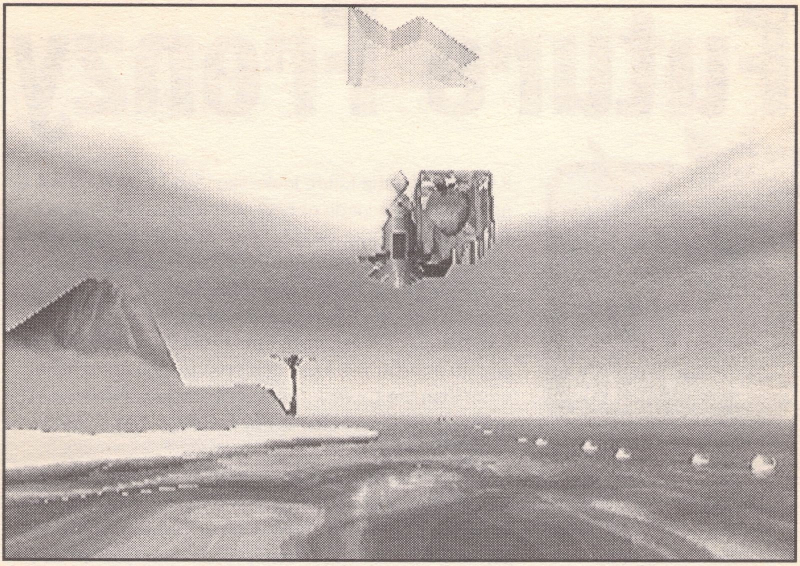


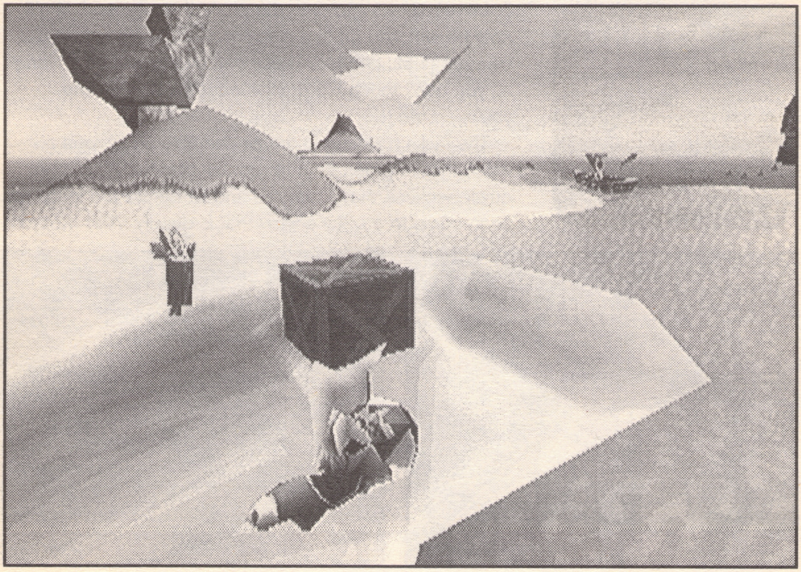
**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact









# Future Frenzy

**TREASURE!**

**2 1 134**

**TIME TRIALS!**

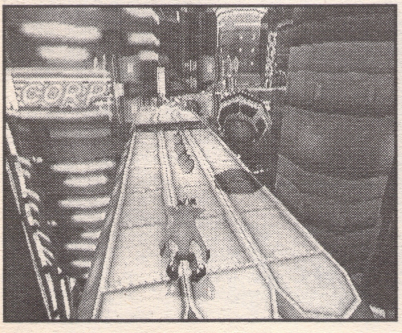
**Sapphire Artefact**
**Gold Artefact**
**Platinum Artefact**

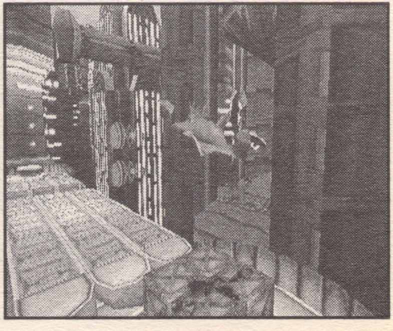
If this is what the future looks like then I think we'll live for now! There are loads of new obstacles and enemies in this section, so get used to them now because you're going to be seeing rather a lot of them from now on!

The first thing to take note of is that you can't get the Clear Gems just yet, you can only access them from Level 29. So the first time you go through this level, don't bother getting anything other than the Crystal. The first obstacle is the laser. Wait until your path isn't blocked by two large beams before scurrying past.

After the conveyor belts (and more lasers) you'll come to a strange floating enemy. Basically, it is safe to attack when it isn't glowing… just don't ask what it is! Smash the strengthened boxes using your Super Charge Body Slam and then jump onto the platform at the end. You'll now be whisked off to a side-scrolling section inhabited by strange saucermen. These can be jumped on as long as you don't touch the orange edges – do this and you're frazzled!

The disks hovering in the air can only be jumped on when they're green (and horizontal, obviously!), but be quick because they'll turn red and tilt before too long. You soon come to a spiky enemy that is deadly. Wait next to it

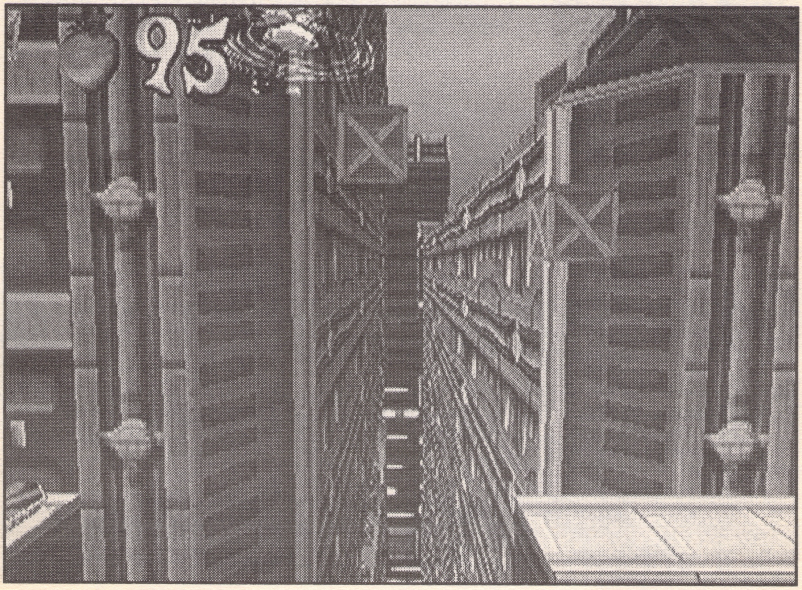




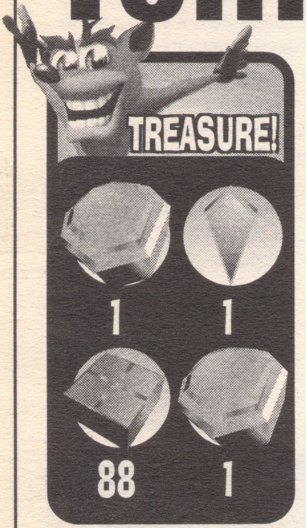
until the spikes retract, then jump on its steel casing to kill it. The green spherical pad nearby will put you in a spin and catapult you into the air. This first one is just a tester, they serve a purpose later on.

At the end of this first side-scrolling platform is a lift. Walk into it and you'll be fired upwards to a new platform. The first few hazards here are familiar, but you'll soon come to another spherical pad, this time it will carry you over the huge stack of 'TNT' boxes, so go with it!

Shortly after here is the bonus stage… and what a strange one it is too! The icons in the background will give you hints as to what powers you'll need to use, but it involves loads of Double Jumps and Death Tornado Spins. The hardest part is right at the end when you'll have to jump high to smash the extra life box before going into a spin and keeping it going through three more boxes and to the finish. Talk about hard on the fingers! Shortly after the bonus level, there is a series of lasers that will need to be slid under before you come to another lift. When you start the next platform, you'll shortly come to another spherical pad. This time it will carry you over a large gap with boxes above it. The rest of the level is straightforward. There is a green switch at the end that'll detonate the nitros, but this won't be enough to enable you to get the perfect Clear Gem just yet!

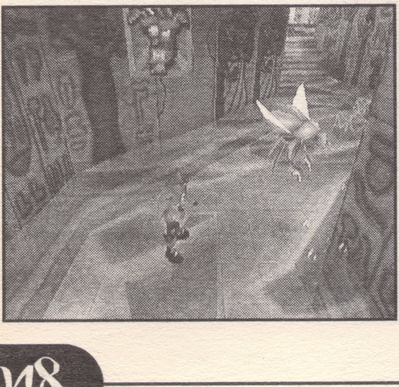


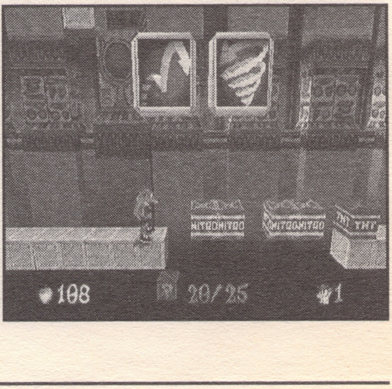
# Tomb Wader



Ah… we like Naughty Dog (developers of *Crash*), taking the Mickey out of a certain game featuring a certain female heroine, hence the title of this level. As it happens though, this is one of the hardest levels in the game, and so pays perfect homage to the great Ms Croft we think.

It would appear that the plumbing has gone to pot in this tomb, and as a result the caverns are constantly filling up with water, which isn't good because Crash can't swim and will drown if covered with wet stuff. Hmm. First off all, spin into the wheel to open the large stone door and you'll see the first problematic puddle. Simply wait for the water level to lower before smashing the two boxes and scurrying up the steps. There is a mummy up ahead, but he has a spiky case, so it's probably best to avoid him. The next stretch of water is slightly harder. Detonate the two 'TNT' boxes and then jump onto the steel boxes as the water level rises. When it lowers, dash to the other side. Up the steps will be a check-point guarded by some bloke with a shield. Slide into him to knock him out of the way, then go and visit the bonus level. This is a tricky one. Walk to the edge of the steel blocks and then jump over and smash the lower box, then jump back and trigger the switch box to form a bridge. Proceed along smashing the various boxes, then





you'll come to a series of wireframes with boxes underneath. Jump along and smash all the boxes, then Double Jump back over the gap and hit the switch box. This will turn the wireframes into nitro boxes, so Double Jump and then spin over then to get to the end.

The 'TNT' box will ignite the nitro boxes, allowing you to get all 25. Back in the main level, the next pool is easy to get past, but the next slightly harder. Smash the boxes and then slide into the bloke with the shield before jumping onto the steel block stack to avoid the water that will no doubt be lapping at your heels by now. Jump across to the floating platform and then jump up to smash the box above. A short way on you'll see either a wire frame platform or a new platform depending on whether or not you've lost a life on the level yet. This will take you to the hard path through the level, so it may be wise to continue going and grab the perfect Clear Gem before returning at another time.

The last set of water tunnels are the hardest because it is filled with pitfalls. The first is the bloke with the shield. Move away from the nitros before sliding into him, then jump back and hit the switch box above the floating platform, as this will trigger a stack of steel blocks later on in the tunnel. The next tunnel will also need to be taken in stages as it's very long, don't worry though, the floating platforms will help you through it. The end is now in sight.

## SPHYNXINATOR (REVISTED)

*Level*

**Now that you have the Blue Gem, go back to Level 16 (Sphynxinator) and about halfway through, you'll see a Blue Gem platform. Ride on this to obtain the second Clear Gem on that level. It isn't an easy ride though, the ground is covered with slippery tar, and you'll have to jump over numerous pits. The best technique is to slide and jump, but it's still hard all the same.**

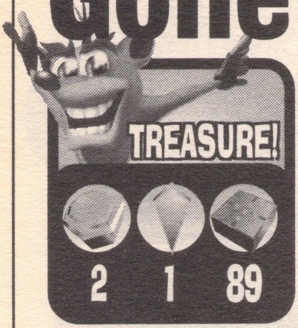
## The Hard Path

When you start, hit the floating switch box to trigger the wire frame boxes. Use these as a bridge to get across the water, but beware of the nitro boxes that litter your way. There are a couple of enemies to kill before setting off down the next water tunnel. There is a cluster of nitros at the start so be very careful when approaching them. The rest of this passage just involves patience, so take things steady and you'll soon have the Blue Gem that's waiting at the end.

## TIME TRIALS!

Sapphire Artefact
Gold Artefact
Platinum Artefact

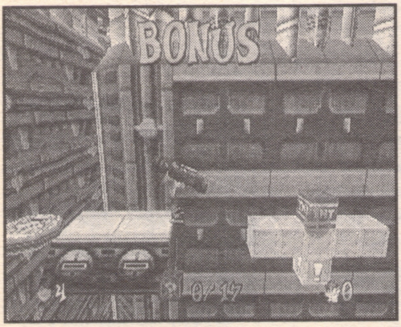
# Gone Tomorrow

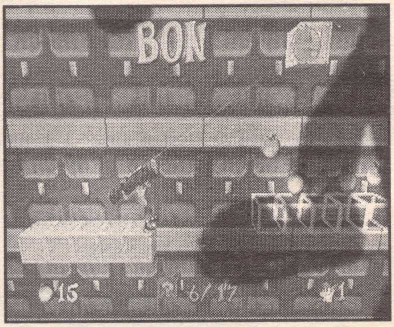


Before you get serious about this level, it's not worth going for all the boxes unless you have obtained the Green Gem from Level 23 (Flaming Passion), because you'll need to use this as a platform to get all the boxes and the second Clear Gem.

When you start this level, use your newly acquired Fruit Bazooka to shoot the first three enemies. Then you'll come to a very large missile cannon. It will fire three blasts (one right, one left, one right) before swivelling over and producing a green target. When it does, jump and spin into it. Kill the next set of enemies with your Fruit Bazooka and then repeat the process on the second missile cannon. After the set of laser beams ahead, you'll see some wire frame blocks, ignore these for now and then proceed ahead to the switch box. Hit this and you'll see two more appear ahead (both either side of the walkway). Use your Fruit Bazooka to take these out and then go back to the original wireframes that will have now turned into boxes. You'll no doubt notice that there is one wire-frame box left above the bounce box. Ignore this for now (you'll have to come back to it later) but don't smash that bounce box just yet.

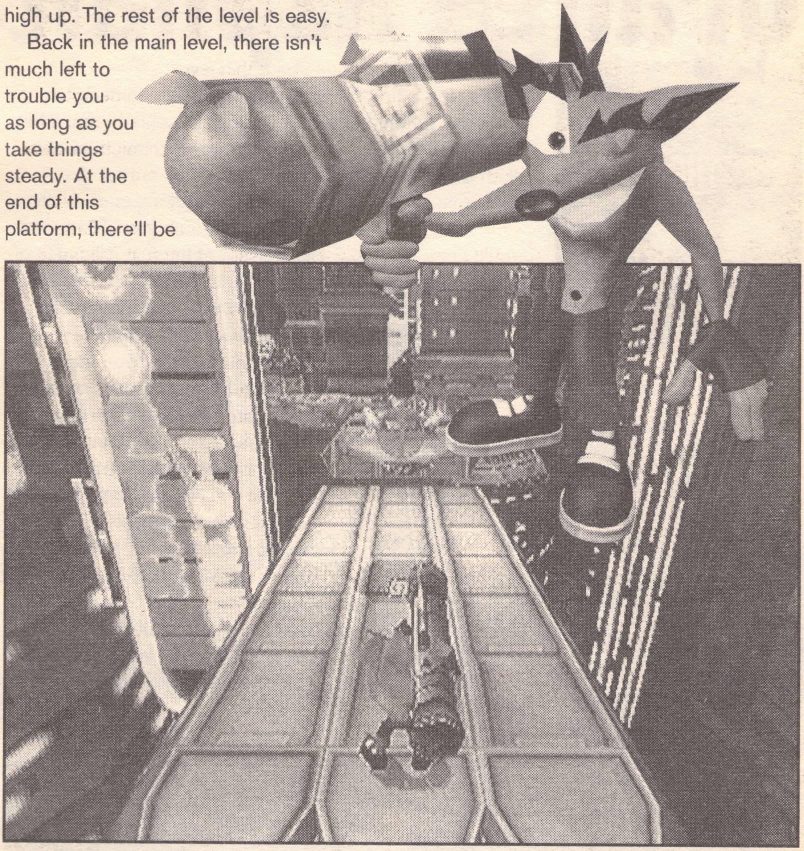
Just ahead is a platform that'll take you away to the side-scrolling section of this level. Keep using your Fruit Bazooka to take out the enemies, and before long you'll come to the bonus level. Once in here, detonate the





'TNT' box to trigger the switch box below. Do the same on the nitro box ahead, then shoot the next one that's high up. The rest of the level is easy.

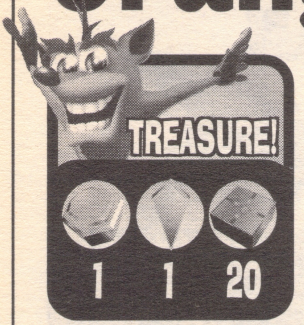
Back in the main level, there isn't much left to trouble you as long as you take things steady. At the end of this platform, there'll be another platform that'll take you back to a front-scrolling perspective. Apart from the large missile launcher on the conveyor belt, getting to the end should be fairly simple.



**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact

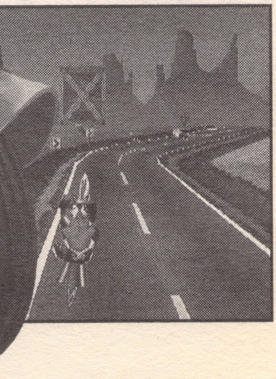
# Orange Asphalt



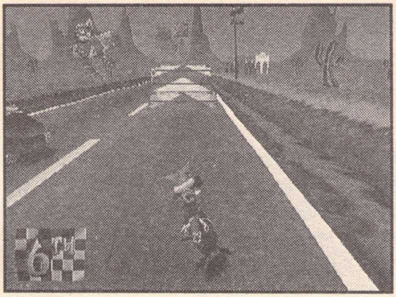
This is the last of Crash's motorbike shenanigans for now (not counting the hidden level of course!) and what a way to sign off. This level is longer and much harder than before, so stay focused and watch out for the opposition – it's a lot sneakier than before, and will stop at nothing to ram you off the track. Beware of the fuzz, because on this level the police cars move backwards and forwards in a bid to kill your speed.

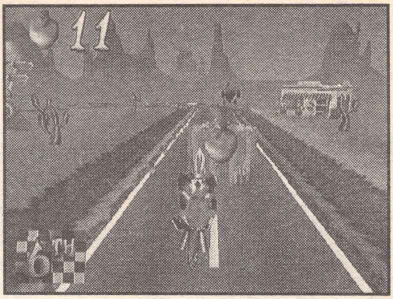
Basically, when you see them in the distance, steer into them because the chances are that they will have moved out of the way by the time you actually get to them. Alternatively, you can stick to the sides of the road and scoot straight past them.

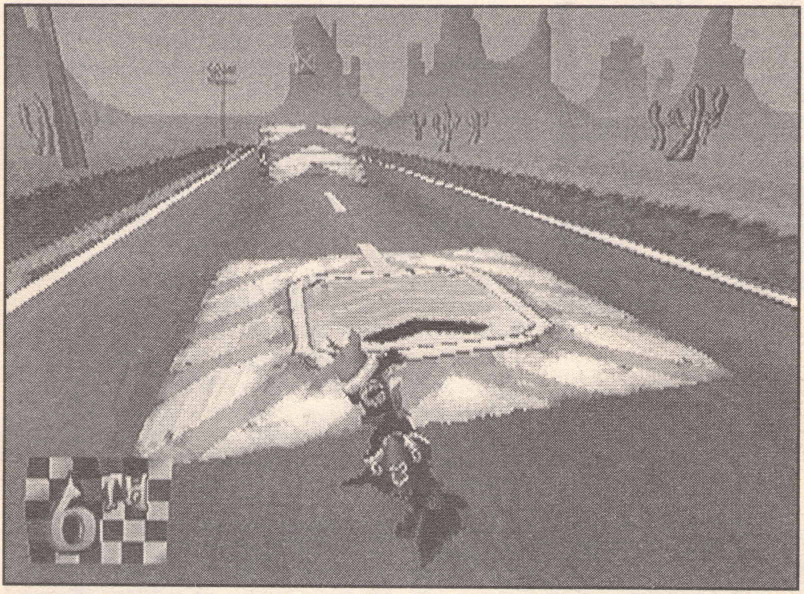
There are plenty of speed boosts to run over, so try and hit as many as you can to stay ahead of the other racers. With practice you should be able to complete it relatively easily



# CRASH 3 • LEVEL 22 ORANGE ASPHALT







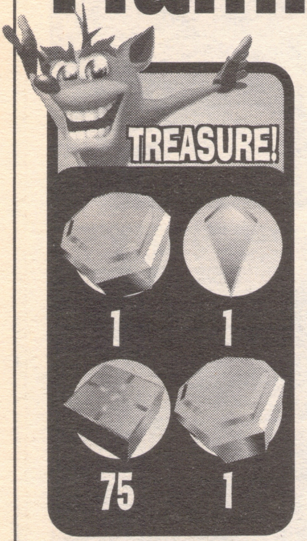
**TIME TRIALS!**

Sapphire Artefact

Gold Artefact

Platinum Artefact

# Flaming Passion

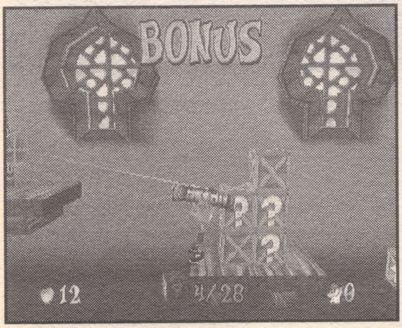


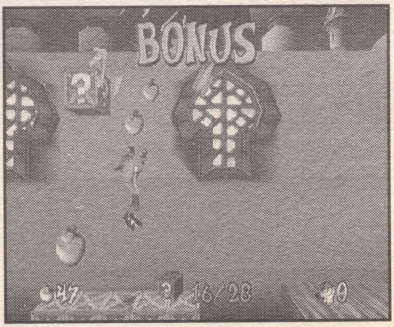
It's back to that hostile Mediterranean town again, except this time it's in the dead of night. The first new enemy you'll encounter this the hostile natives that throw fire bombs out of the windows. Using your Fruit Bazooka, you can take out these before they lob the fire… which is dead handy.

Many of the forthcoming problems you've seen and done before, but remember, a good tip for the time trials concerns the head-on double set of magic carpets. Instead of jumping on one and waiting for it to rotate around to the other side, wait until they are both straight ahead, then quickly jump from one, to the other, and then onto the other side – very time-saving!

Before too long you'll come to the bonus level. Armed with the Fruit Bazooka, this is pretty easy, all you have to do is stand well clear and then shoot the various nitro boxes. Towards the end, you'll come to a row of bounce boxes. Use these to smash the boxes above, the jump back to the platform on the left. From Here, shoot the first two bounce boxes with your Fruit Bazooka, then jump across and shoot the other three. The rest is easy.

Back in the main level, there are very few problems if you're using your weapon. The only real thing to look out for is the hidden box near the end. Basically, as you make the last of the canopy bounces, they'll be a box

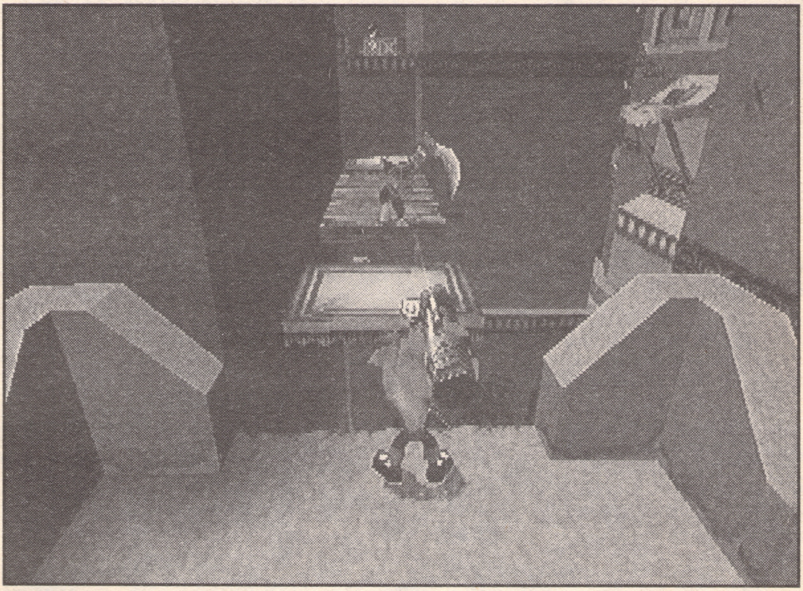




hidden above the wooden platform that is used as a target for the near-by fire-lobber. Take them out beforehand then Double Jump to get the box. You should now get the perfect Clear Gem.

## The Hard Path

If you get halfway through the level without losing a life, you'll see a platform that'll take you away to the hard path through the level. But before you hop on it, progressive forward slightly and take out the box just beyond the canopy jump (when you're whisked back after getting the Green Gem, you'll appear slightly beyond this point, and it'll save you back-tracking later, you see!). Once on the hard path, things aren't really too hard at all. Just keep shooting everything and using the magic carpets to get over the gaps and you should be fine. Grab the Green Gem at the end and you're laughing.



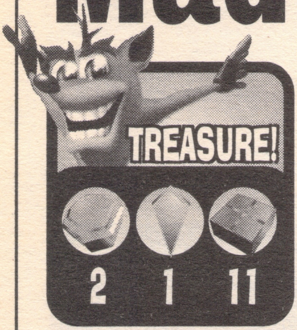
**TIME TRIALS!**

Sapphire Artefact

Gold Artefact

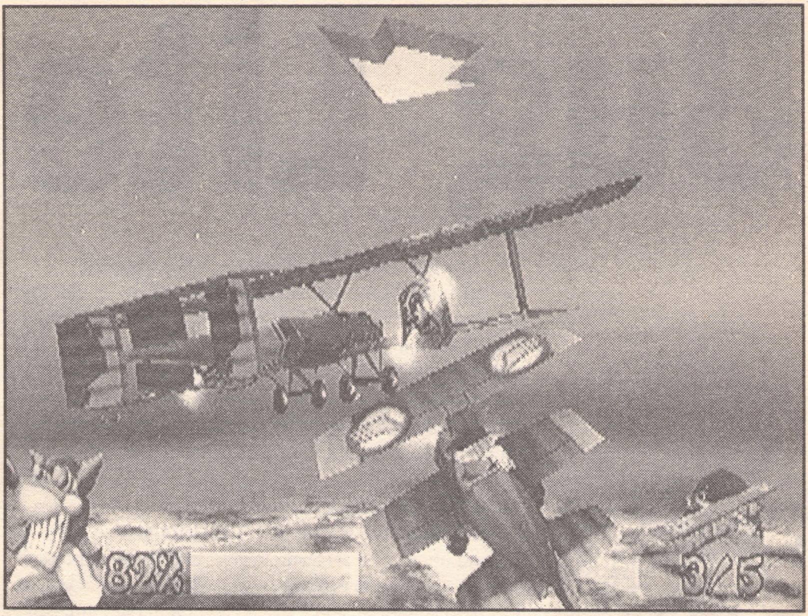
Platinum Artefact

# Mad Bombers



Back to the skies again, except this time it's Crash's turn to do a spot of dog-fighting! The targets here are five bomber planes, and all of them must be shot down in order for you to get the Crystal. These are much harder to blast than the blimps because they have two engines that must be taken out – there's one on either side. They are quite small, so pin-point accuracy is required.

Use the same strategies as before to avoid and destroy the drone planes, and when you're down to your last target, concentrate on shooting all of the boxes before chasing and blasting the last of the bombers. You should then be able to get all the treasure (both the Crystal and the Clear Gem) when you leave this level.

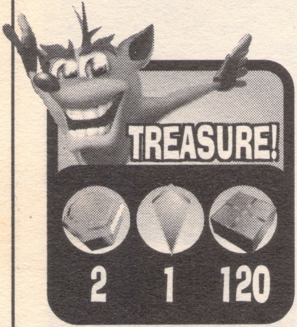


**TIME TRIALS!**

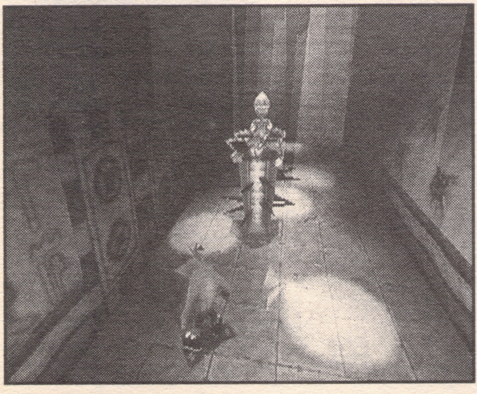
- Sapphire Artefact
- Gold Artefact
- Platinum Artefact

# Bug Lite

This is a very nasty level if you don't like the dark, because it isn't the sunniest of surroundings. To get the second Clear Gem on this level, you'll first need to have obtained all five Coloured Gems (you'll see why later!) It starts off easily with a few pits to jump and enemies to kill (remember, if in doubt, use your Fruit Bazooka, it's what it's there for!) but after the set of red collapsing tiles, you'll be cast into pitch blackness, with only a fire-fly for light. You'll need to speed things up now because these little guys don't hang around for long.



As you run through the level, all kinds of foes will pop up and attempt to stop you in your tracks, so dispose of them as you did in previous levels. Before long, if you've got the Blue Gem, you'll see a Blue Gem platform. But unless you have all of the Coloured Gems, resist the temptation to jump on it, if you do you'll be stranded later on and have to return to the warp room. So ignore it for now and continue on your merry way. Just after the Blue Gem platform, you'll find a stack of Aku Aku boxes, smash these to become invincible and then just run straight through everything. Your invincibility should take you safely through to the bonus level. Now this is the hardest of the lot, because you'll need to rely on the fire-flies for light. The best tactic is to jump over the fly and then smash as many boxes as you can using what little light you have.



Remember, you can still aim your Fruit Bazooka and target boxes in the dark, so scan the entire area and clear as many boxes as you can before going back and picking up the fly. You'll find that you can pretty much get all the boxes with practice, then just use the fly to guide you through to the end. Back in the main level, carry on through the rays of light and grab the Crystal. Then it's just a mad dash to the exit, avoiding the pits and various creatures.

## BLUE GEM PLATFORM

**First things first, before you actually jump onto the Blue Gem platform (make sure you have all five Coloured Gems for goodness sake!), run ahead a little way and hit the checkpoint box – this way, if you die in the Blue Gem level (which you probably will) you'll start near to the platform again.**

**The first hazards to avoid are the rays of light, there is a long stream of them that requires careful manoeuvring. Using the Double Jump power helps, but when you land, make sure it isn't in the middle of another ray of light! Exit this section by jumping onto the Green Gem platform at the end. There are loads of spears to avoid in this next section, as well as nitro boxes scattered all over the ground. You'll be able to escape via the Purple Gem platform.**

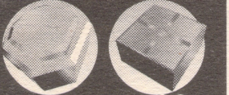
**This next section requires plenty of jumping from moving platforms.**
**It's not very taxing at all so you short be able to make short work of it. Hop onto the Yellow Gem platform at the end.**
**This section is easy, simply avoid the pits and the spiky mummies and you'll be fine. Now hop onto the Red Gem platform for the last stretch. This requires a straightforward jog to the finish, and the Clear Gem is yours!**

## TIME TRIALS!

Sapphire Artefact
Gold Artefact
Platinum Artefact

# Ski Crazed

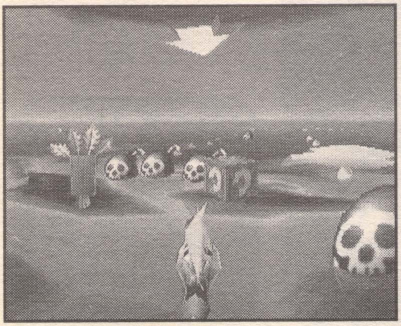
**TREASURE!**

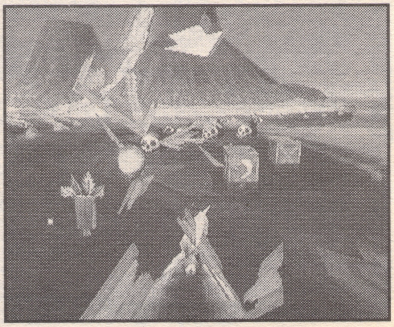


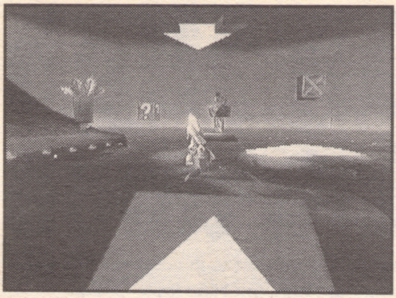
**This level requires five Artefacts to enter!**

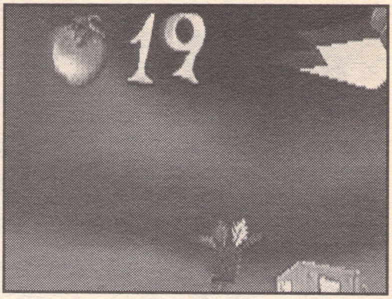
The first of the extra levels in the secret warp room once again involves Coco riding on a jet-ski, but this time things have hotted-up because the action takes place around a volcanic island, and as a result, the water is filled with molten lava.

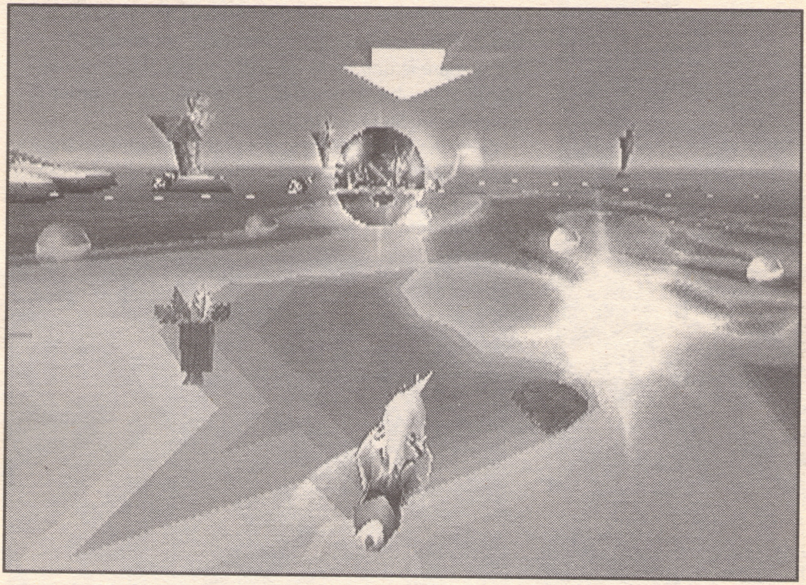
The same tactics apply as before, and thankfully all of the boxes are quite easy to locate and don't require too much searching to find. However, there are loads more floating mines to avoid, although these are the only hazards you'll encounter in these boiling waters. You'll come to a couple of ramps at one point, each has a box above it so you'll have to go over both ramps











in order to get all the boxes. Beware when tackling some of the later ramps because there tends to be a lot of nitro boxes hanging around in the air next to the normal boxes.

Also, when you get near the end, you'll see one ramp located near a cluster of mines that has a floating green switch box after it. You'll need to gather enough speed to hit this box because unless you do, you'll find that the exit is blocked by nitro boxes.

**TIME TRIALS!**

**Sapphire Artefact**
**Gold Artefact**
**Platinum Artefact**

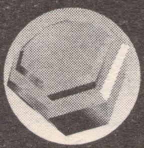
# Hang 'Em High Secret Entrance

This is the path you'll need to take in order to fetch the Yellow Gem from the Hang 'Em High level. Use your Fruit Bazooka to take out the enemies and the nitro boxes, then use the magic carpets to get across the gaps. there is one tricky bit near the end that requires plenty of Double Jumping from the canopies in order to clear the floating nitro boxes.

Grab the Yellow Gem at the end and then take the moving platform across to join the main level.

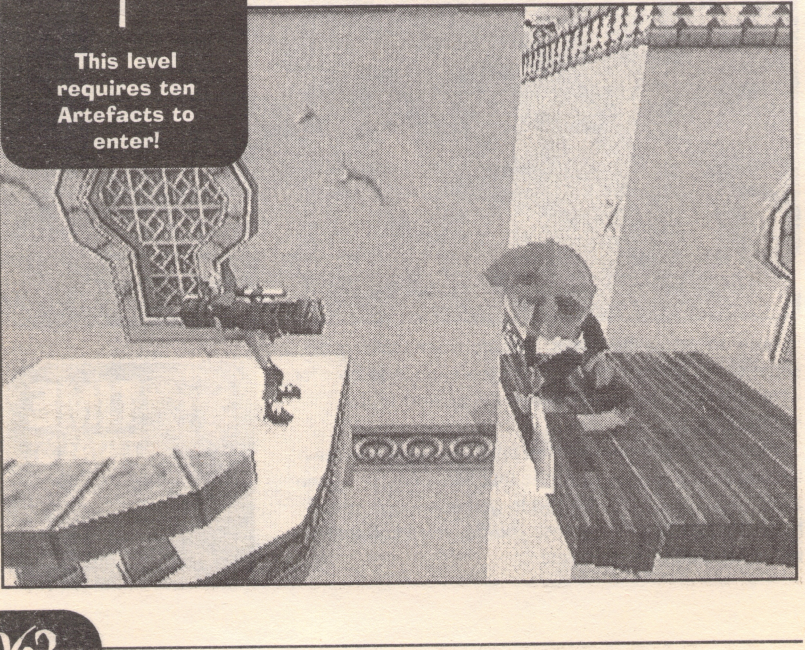
You'll re-join right next to the exit, so simply walk into it and complete the entire level.

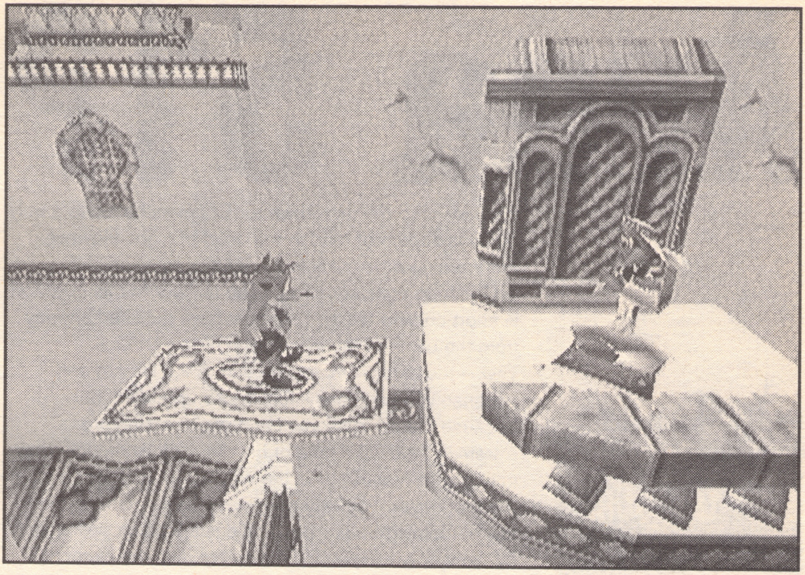
**TREASURE!**

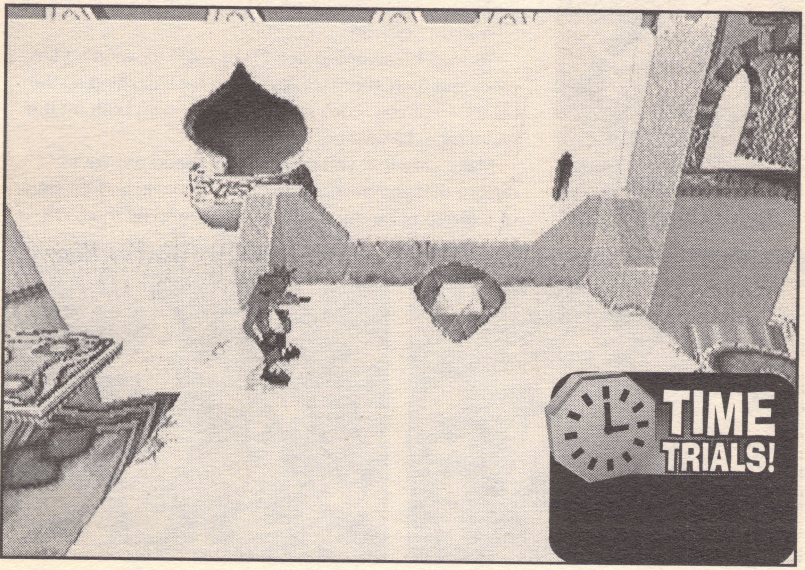


**1**

**This level requires ten Artefacts to enter!**

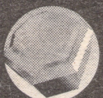


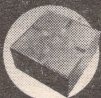



TIME TRIALS!

# Area 51?

**TREASURE!**





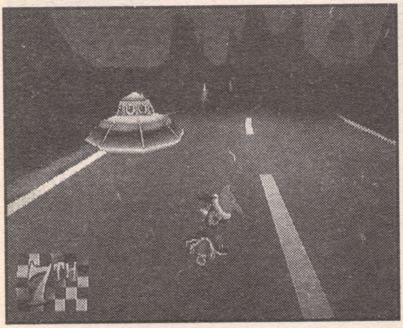
**2** **24**

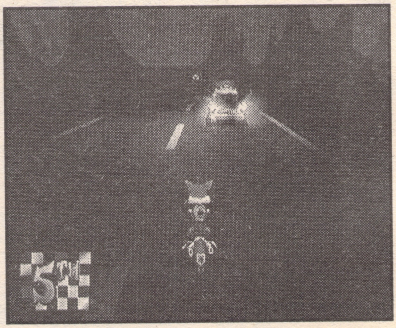
**This level requires fifteen Artefacts to enter!**

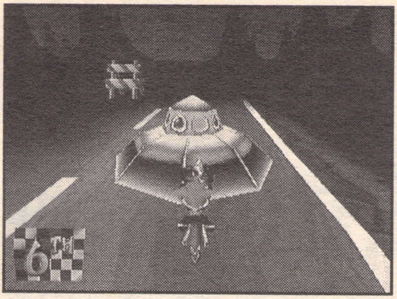
It's back onto the motorbike for Crash as he faces a truly perilous stretch of road in the dead of night. However, there are no other cars to be seen… so what is Crash up against exactly? The answer to this question is short-coming (surely you must have guessed anyway from the name of the level, right?) – it's UFOs! This is the hardest racing section of the lot, not only because you can hardly see what's up ahead, but because the flying saucers that you're racing are extremely fast! Take note of how they move though, they may suddenly dart out of the way when they near a pit in the ground, or they may even rise into the air to avoid any on-coming traffic. This traffic is speeding police cars by the way, you'll see their head-lights in the distance and would be well advised to get out of the way to avoid a head-on collision.

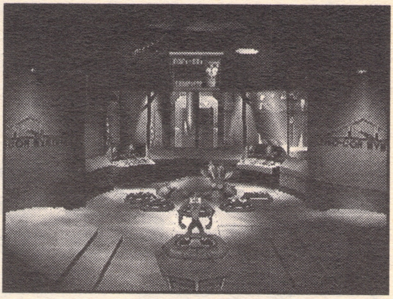
You will be awarded one Clear Gem for winning the race, and then another Clear Gem for smashing all the boxes – but you won't be able to get them both on the same race, believe us!

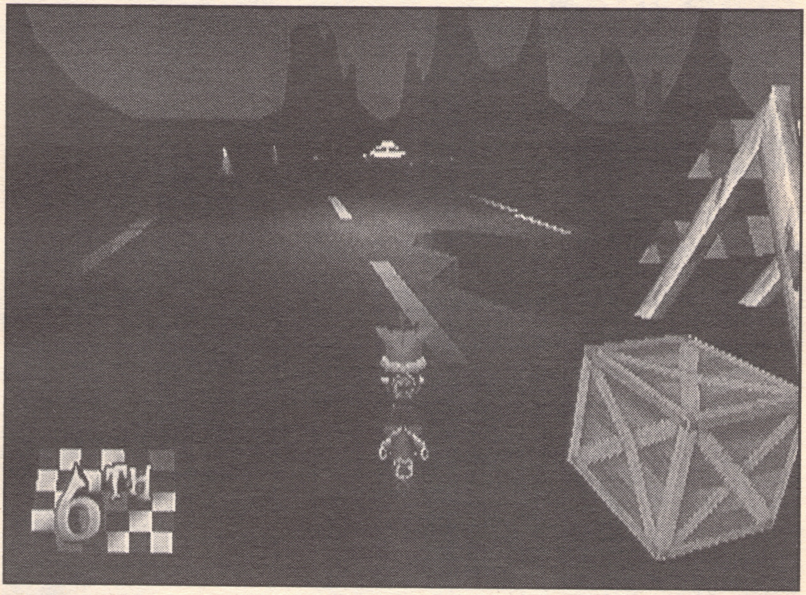
Make sure that you hit all of the speed arrows to ensure that you never fall behind the pack, and be wary of a group of ramps at the end, failure to hit them will











result in you falling down pits that cover the entire surface of this twisting road.

**TIME TRIALS!**

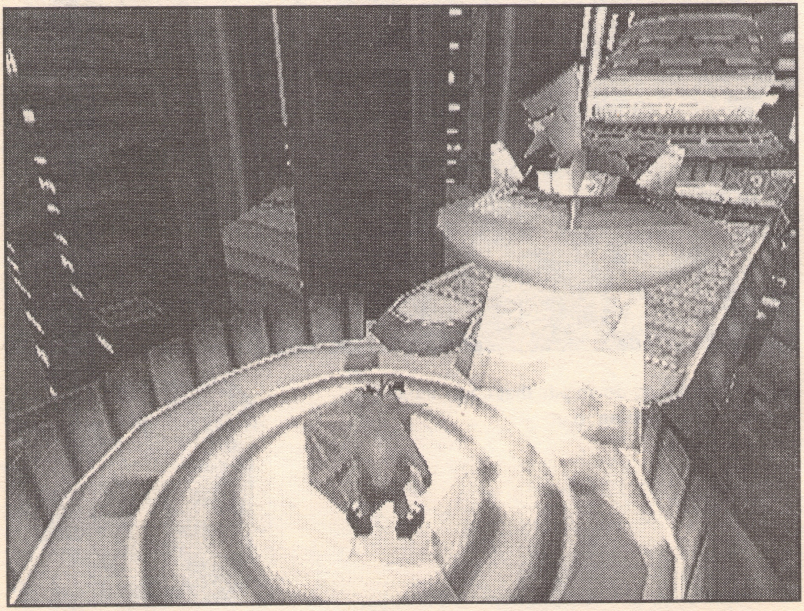
**Sapphire Artefact**
**Gold Artefact**
**Platinum Artefact**

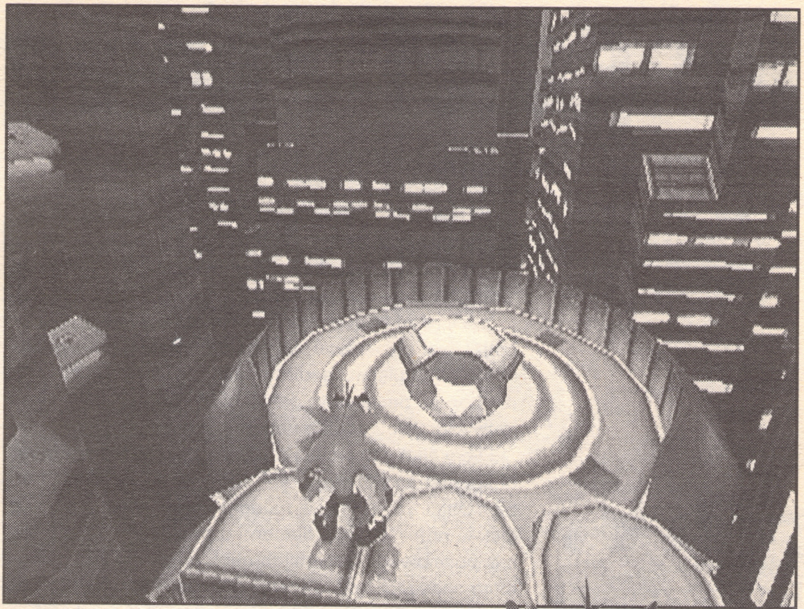
# Future Frenzy Secret Entrance

**TIME TRIALS!**

Entering the Future Frenzy level through this entrance is the only way to obtain both Clear Gems. One you can collect outright by using this entrance, the other you get when you smash all of the boxes in this area and those in the main part of the level.

There is a very difficult high jump to make new the start of this area, run into it and use your Double Jump, and you should just about make it. Use your Fruit Bazooka to take out the saucermen and the other

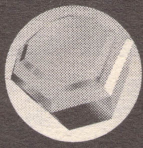




hazards, plus any other problematic nitro boxes you come across.

When you grab the first Clear Gem and take the platform back to the main level, the real problems start because you'll have to go left and track right the way back through the level in order to smash all of the early boxes. You'll then need to run back and complete the rest of the level in order to smash every box and obtain the second Clear Gem. Make sure you visit the bonus level, this is much easier than before now that you've got your Fruit Bazooka to take out all of the boxes

**TREASURE!**



**1**

**This level requires twenty Artefacts to enter!**

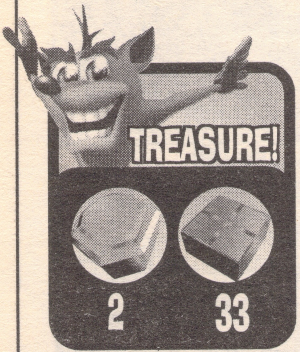
# Rings of Power

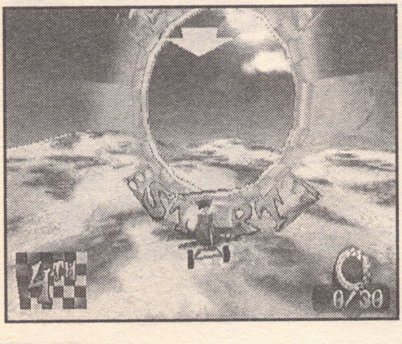
This is a nice enjoyable way of ending the game. It's another flying level, but without the sharp-shooting hostilities of the previous two. Your aim is simply to fly through all of the rings (30 in total) in sequence. As you fly through one, the next in the sequence will glow green, so you'll not get lost.

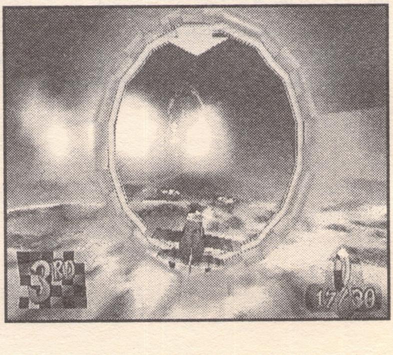
You'll need to complete it a couple of times to get both Clear Gems (you get one for finishing first ahead of the other planes, and the other for smashing all of the boxes), because to get all of the boxes, you'll have to fly slightly off-course near the start.

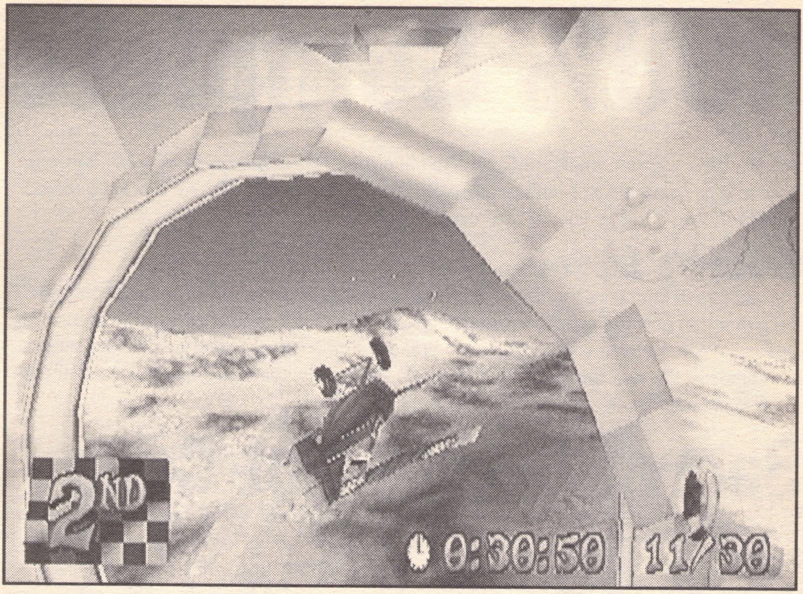
Every time you pass through a ring, you'll get a burst of speed that will propel you towards the next one, but be careful, your plane is harder to steer when it's going fast. In order to come first and do well in the time trials, it is possible to barrel-roll through each ring and gain more speed, but more steering is required when you do this, so only use it on the rings that are far apart and not the close groups. When you have completed this level, you should have complete 100% of *Crash Bandicoot 3* (if you haven't then go back to any previous levels and obtain any Gems and Artefacts that you may have missed).

If you have completed 100%, go back and defeat Dr N. Cortex again and you'll see the good ending.





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11/30

**TIME TRIALS!**

Sapphire Artefact

Gold Artefact

Platinum Artefact

# 100% Complete

So, you think you've completed Crash Bandicoot 3 and seen everything right? Wrong! Believe it or not, the game isn't totally finished when you reach 100%. There are more secrets tucked away to find, all are revealed right here…

## Secret Levels

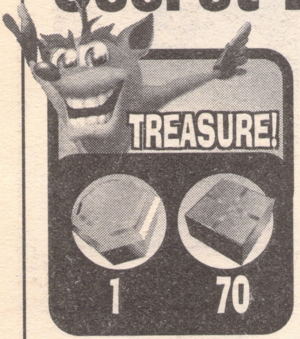
In good Crash Bandicoot tradition, there are a couple of secret levels tucked deep within the game that only the most dedicated of players will find… and readers of this guide of course! We first became alerted to their presence during the ending credits when the best times of the developers were displayed. After much searching, we stumbled across the two suspect levels, and here they are…

# Secret Level – Hot Coco

**How to get there:** Go to Level 14 (Road Crash) and start the race as normal. When racing, keep your eyes peeled because halfway around the track, you'll see a strange 'Alien Crossing' sign on the left-hand side of the road. If you ride into this and knock it down, you'll stop and be warped away to the mysterious Level 31 (Hot Coco).

This top secret level once again has Coco back on a jet-ski and in volcanic waters (see Level 26: Ski Crazed). The main difference now though is that there isn't an arrow to point you in the right direction, so you'll be able to just take your time and jet around at your leisure to smash all of the boxes.

Some are well hidden so be sure to search everywhere. Also, make sure you keep a mental note of roughly where the exit is, because it can be exceedingly hard to find after minutes of free-roaming jet-skiing. For the time trials, all you'll have to do is jet around the back of the volcanic island and use the ramp to bash the green switch block floating in the air, once this is done, the exit will be cleared of nitro boxes and you'll be able to get out. Don't worry too much though, there are absolutely loads of time boxes to smash to keep that counter at bay.



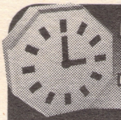
**TIME TRIALS!**

Sapphire Artefact
Gold Artefact
Platinum Artefact

# Secret Level – Eggipus Rex

**How to get there:** Go to Level 11 (Dino Might!) and use the Yellow Gem platform. When in this slightly harder section of the level, continue until you're being chased by the giant triceratops. When you come to the SECOND pterodactyl, walk into it and allow it to capture you. You will then be dragged away to Level 32 (Eggipus Rex).

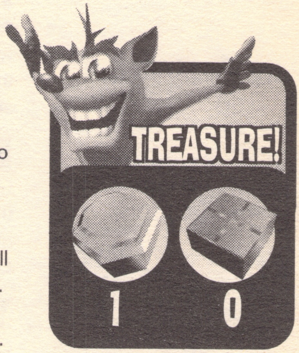
This top secret level is highly enjoyable. It involves riding the dinosaur through a side-scrolling platform level. There are no boxes to smash, just hordes of fruit to collect.



**TIME TRIALS!**

- Sapphire Artefact
- Gold Artefact
- Platinum Artefact

You'll need to take care when jumping because there are mini volcanoes to avoid and pterodactyls to jump. If you lose the dinosaur, there are three specific points where you'll find another, so persevere. The Clear Gem can be found right next to the exit.



## Special Completion (105%)

When you complete all of the Gems and Artefacts from the two extra special secret levels (the Artefacts must be at least Gold or Platinum) you'll notice that you will have completed 104% of *Crash Bandicoot 3*. Hmm, hardly a rounded number is it? Well if you return to the main warp room and walk up to Coco (who is standing next to the SAVE GAME screen) another Clear Gem will appear. If you grab this, you'll be treated to a short, yet entertaining fireworks display and finish the game with 105% status. Now you have truly mastered *Crash Bandicoot 3*.

Congratulations!

# Coloured Gems

## Red Gem

Go to Level 12 (Deep Trouble) and swim through to the end. Hit the switch box and then swim back down to the 'TNT' stack. Swim through the new gap and you'll eventually come to the Red Gem.

## Purple Gem

Go to Level 13 (High Time) and then progress through it without losing a life. You'll eventually come to a platform that'll take you through to the hard path. Complete this and the Purple Gem is yours!

## Blue Gem

Go to Level 20 (Tomb Wader) and then progress through it without losing a life. You'll eventually come to a platform that'll take you through to the hard path. Complete this and the Blue Gem will be yours!

## Yellow Gem

Collect 10 Artefacts then go to the secret warp room. From here, enter Level 27 (Hang 'Em High). You'll find it at the end of this short section.

## Green Gem

Go to Level 23 (Flaming Passion) and then progress through it without losing a life. You'll eventually come to a platform that'll take you through to the hard path. Complete this and the Green Gem is yours!

## Coloured Gem Uses

Each of the Coloured Gems in Crash 3 will provide you with a platform in other levels (the levels that include an extra Clear Gem)to get to new sections. Here's a brief guide to where those Coloured Gem platforms will appear…

## Yellow Gem Platform

Will appear in Level 11 (Dino Might!)

## Red Gem Platform

Will appear in Level 4 (Bone Yard)

## Purple Gem Platform

Will open a wall in Level 9 (Tomb Time)

## Blue Gem Platform

Will appear in Level 16 (Sphynxinator)

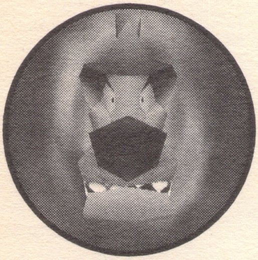
## Green Gem Platform

Will appear in Level 19 (Future Frenzy)

## All Coloured Gem Platforms

Will appear in Level 25 (Bug Lite)

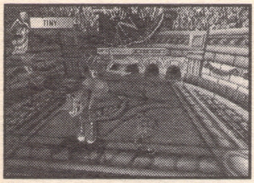
# Tiny Tiger

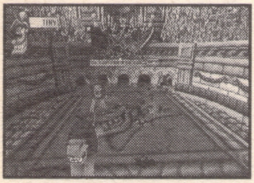


The first boss you'll meet in the game is this guy… who happens to be a plaything of Dr Neo Cortex – kind of like a star gladiator if you will. He will start off attacking you by jumping down from his platform and then bouncing around the screen in a random fashion.

If you constantly stay on the move, he shouldn't be able to hit you. Eventually he'ill stab his pitchfork into the ground and become temporarily immobilised as he tries to pull it out. Seize the opportunity and spin into him whilst he is helpless, and this will take one third of his energy bar away.

After you've struck him once, he will bound back up to his platform and set a pack of lions onto you. Stay at the back of the screen and use a combination of jumping and spin attacks to avoid and kill them. When the lions have gone, Tiny Tiger will once again jump down from his platform and try to attack you as before, so repeat the same process another two times to kill him off completely (watch out though because more lions are unleashed the second and third times!)





## Super Power 1

After you defeat Tiny Tiger, you will gain the first of five special powers that will help you out at certain parts of the adventure. At this point you will gain the Super Charge Body Slam which can be used to smash enforced boxes and also to just generally shake the ground.

## Super Charge Body Slam

Press X to jump, then whilst in the air, press ●.

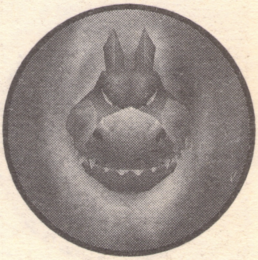
## Secret Warp Room

If you choose to win the first five Artefact Relics by competing in the time trials, you'll be granted access to a secret warp room. To get to it, go back to the centre of the main warp room and you'll see a special hub that is raised above the ground. Step onto this to be whisked away to a secret room containing five new levels. If you have the first five Artefacts, you'll be granted access to level 26 (Ski Crazed) that contains another Clear Gem and Artefact. The more Artefacts you collect by completing time trials, the more levels you'll be able to enter in this strange new world!

# Dingodile

What a nasty piece of work this freak is! A cross between a dingo and a crocodile, he also possesses a nasty laser cannon that could do you some serious damage. The level starts with him assaulting a penguin, but this little guy surrenders far too quickly for Dingodile's liking, so when you arrive on the scene, he senses the challenge and immediately turns his attentions to you. He will be protected by three rows of crystals, so don't try attacking him yet.

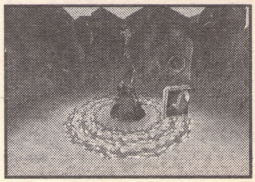
He'll fire a round of short laser blast into the air that will land in the surrounding area. You can spot where they are going to land by the shadows on the snow, so avoid them. He will then start blasting through the crystals, so keep on the move and get out of the way if he looks like pointing it at you. He'll keep shooting away, so when you think he has cleared sufficient enough space in the crystals, get in there and spin into him… then move away quickly.



Dingodile's backpack will explode after the attack and it'll blow the remaining crystals away, and replaced by more. The process for killing him is still the same as before, but the second burst of aerial gunfire consist of two full rotations of the area, and the third one rotation of double shots.

## Super Power 2

When you defeat Dingodile, you will gain the second of Crash's five special powers. This is the Double Jump and will come in very handy for clearing wider gaps and getting to higher places in the new levels as well as the existing ones.



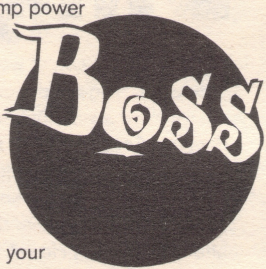
## Double Jump

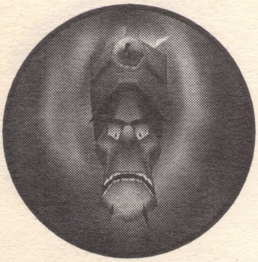
Press the X button once to jump, then when at the peak of the jump, press X again.

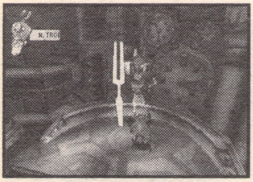
## Secret Warp Room

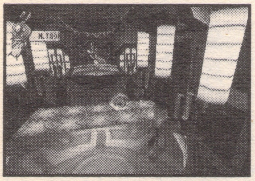
When you've completed the time trials from the next five levels in this world, you'll have enough Artefact Relics to go back to the secret warp room and access the hidden entrance for the Hang 'Em High level. From here, you'll be able to use your new Double Jump power to gain the Yellow Gem!

# N. Tropy









This guy is quite easy to defeat providing your stay alert and on your toes. He will start by lobbing a fireball at you (watch out because it's a homing fireball), dodge this and he'll immediately follow-up by blasting laser beams at you.

For the first wave, he'll launch one beam from the front, one from the right and then one from the left – all of which can be jumped over. He'll then re-arrange the metal tiles in front of you, so when he does this, jump on them to get over to his platform and then spin into him. When he has been hit, he'll retreat to your platform and start the attack again. This time he'll chuck two fireballs at you, one high one low, so jump the first and slide under the second. This time he'll blast two lasers from the front, one from the right, and then another from the front. Attack him as before and for his third and final wave of attack, he'll launch three fireballs (jump the first, slide under the other two), and then one laser from the left, one from the right, one from the front and then two from the left. He'll mutter something and then disappear when you spin into him for the third time.

## Super Power 3

When you defeat N. Tropy, you will gain the third of Crash's five special powers. This is the Death Tornado

Spin and will allow Crash to spin for longer and also glide whilst in the air.

## Death Tornado Spin

To perform this move, simply keep pressing the ■ button repeatedly. If wishing to glide, press X to jump and then pound that n button.

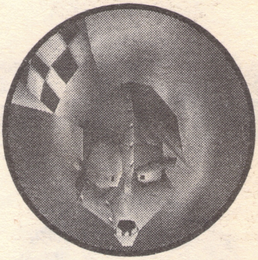
## Secret Warp Room

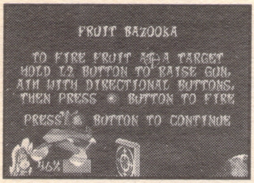
When you've completed the time trials from inside N. Tropy's world, you'll have enough Artefact Relics to go back to the secret warp room and access level 28 (Area 51?) which is very challenging indeed!

# Dr N. Gin

This is a boss with a difference. For starters, you'll fight it as Coco instead of Crash, and it's another fantastic flying level. Basically you'll face Dr N. Gin's large battle robot housed snugly in a small spaceship armed with laser cannons.

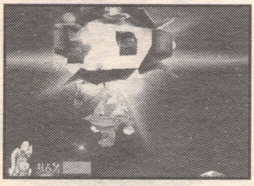
You must attack this metal contraption in stages, taking out all its armaments. These will flash yellow and are quite easy to detect – they'll be the bits firing at you! There are four missile ports and two machine guns to take out first of all. Concentrate on the missile ports are these tend to be vulnerable a majority of the time. Make sure you shoot all of the missiles flying out, otherwise they'll cause you substantial damage. When the robot brings up its machine guns, get in several shots before retreating to avoid its heavy gun-fire (simply duck to the bottom and move to the other side of the screen). Then rise back up and get a couple more blasts in before the guns go down. Keep concentrating your fire on the missile ports and gradually they will all drop off. When all of the missile ports and the guns have been destroyed, concentrate all your attention on the small circular section in its belly. This is quite hard to hit because it is




FRUIT BAZOOKA

TO FIRE FRUIT AT A TARGET
HOLD L2 BUTTON TO RAISE GUN.
AIM WITH DIRECTIONAL BUTTONS.
THEN PRESS ● BUTTON TO FIRE

PRESS ✕ BUTTON TO CONTINUE



so small and the robot is constantly moving. When this has blown, N. Gin will retreat and house himself in a flying spaceship which is again heavily armed. Take out the missile ports as before, then when it fires out polygon-shaped missiles, avoid them as they get closer because they have quite a large blast radius. He is harder to defeat in this form, but if you're careful and shoot all the missiles before they harm you, you should be able to destroy him.

## Super Power 4

When you defeat N. Gin, you will gain the fourth of Crash's five special powers. This is the Fruit Bazooka and will allow Crash to pick-off troublesome enemies from a great distance.

## Fruit Bazooka

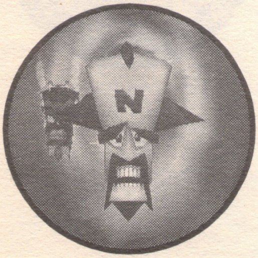
To use the Fruit Bazooka, hold down the L2 button to activate it, then simply press ● to fire the fruit. When an enemy is targeted, the yellow cursor will turn red and you'll hear a noise!

## Secret Warp Room

When you've completed the time trials from inside N. Gin's world, you'll have enough Artefact Relics to go back to the secret warp room and access level 29 (Future Frenzy – Secret Entrance). From here, you'll be able to obtain the two Clear Gems.

# Dr N. Cortex

Final Boss



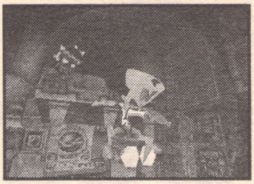
t last, the final confrontation! This is Crash's big chance to prevent the dastardly duo of Cortex and Uka Uka from taking over the world. This is by far the hardest boss of the lot to defeat, but won't it be worth it just to wipe that toothy smile off Cortex's face? When you start the level, Aku Aku and Uka Uka will be locked in a psyche-out type scenario.

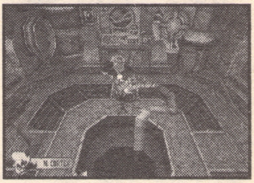
Their concentration is so intense that a vast beam of light will stretch across the screen as they rotate. This must be avoided at all costs by either jumping over it or running around it.

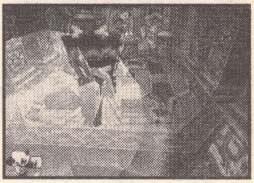
All the time, watch out for Cortex, he will toss missiles at you, then after a while, he will start lobbing mines down. This is your cue to prepare for attack. When he drops the mines, the forcefield surrounding his plane will disappear, so jump over the mines and spin into him when he's vulnerable. This will knock him off his plane, so when he's sat spaced out on the ground, keep spinning into him until you knock him down the hole in the centre of the level.

This is the first part complete. Uka Uka will now drag him back from the depths and the whole process will start again. This time though, Aku Aku and Uka Uka will be locked in mortal combat. As a result, they will dance around the screen locked in a vicious scrum, so stay at the back of the screen and move left or right to avoid them. Again, when Cortex lobs the mines, jump over them and spin into him to knock him down the hole.

Surprisingly, the last part of the level is the easiest. The two voodoo brothers will have parted by now, but they're still itching for a fight and will lunge at each other. When they do, get out of the way until it is safe to move again. Spin into Cortex for the last time and you will be treated to the bad ending. When this ending has run its course, you'll restart back in the warp room whereby you can get any of the remaining Gems and Artefacts from the levels.







## Super Power 5

When you defeat Dr N. Cortex, you will gain the fifth and final special power. This is the Crash Dash and will allow Crash to run through levels at great speed. This is especially handy for the time trials.

## Crash Dash

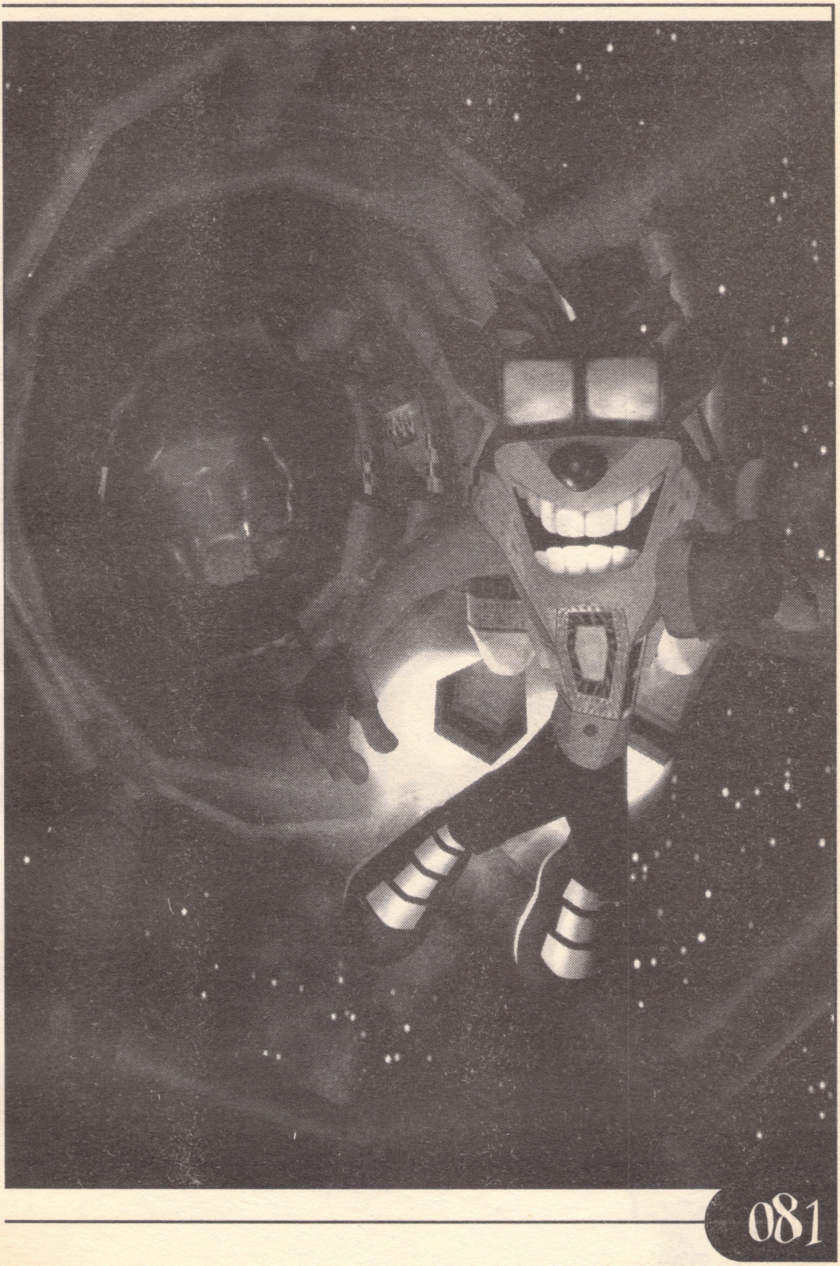
To use the Crash Dash, hold down the R2 button in conjunction with a direction and you'll start sprinting.

## Secret Warp Room

When you've completed the time trials from inside Dr N. Cortex's world, you'll have enough Artefact Relics to go back to the secret warp room and access final secret warp room level. This is Level 30 (Rings Of Power).

# Crash Bandicoot 2: Cortex Strikes Back

If you've only played *Crash Bandicoot 3* and fancy your hand at his second adventure, follow our complete guide to this mammilian 3D platformer.

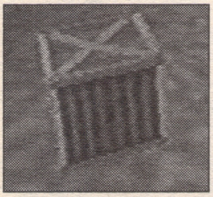


# Items

## Apple

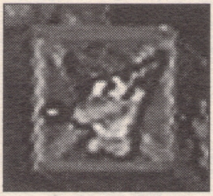
Collect one hundred Granny Smiths and you'll be awarded and extra life (anyone who writes in saying they can't find any grannies in the game will be bludgeoned to death with a bag of sugar).

## Plain Crate



Usually contain a job lot of apples. Some can be bounced on to obtain a greater supply. Collect all the crates on any level and you will be awarded a bonus crystal.

## Crash Crate

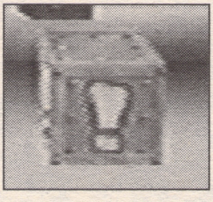


Do your best to obtain the crates with Crash's mug on as these provided you with essential extra lives for you to waste in the pursuit of victory.

## ? Crate

These crates can contain anything from an extra life to a bonus crystal so you should destroy them all on sight in order to get bonus goodies aplenty.

## ! Crate

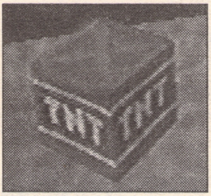


These act as switches. Often they activate more crates for you to smash, sometimes they activate deadly nitro crates where once their were none so be careful which ones you hit.

## Arrow Crate

These provide Crash with a much needed boost to the higher platforms and give him access to some secret areas. When you have finished with them they can be smashed to get extra apples.

## TNT Crate



Jump on these to activate a countdown. If you are not clear by the time it reaches 'one', start looking for an ambulance or a mortician, whichever suits your current physical status.

## Nitro Crate

Steer clear of these crates as one touch proves deadly. They can be found in great numbers where Crash's movement is restricted. Annoying, ain't they?

## Mask Crate

Provide an extra shield against the many enemies that inhabit the game. Can be upgraded three times to provide extra protection. When you have upgraded a third time you will be able to destroy any enemies you touch.

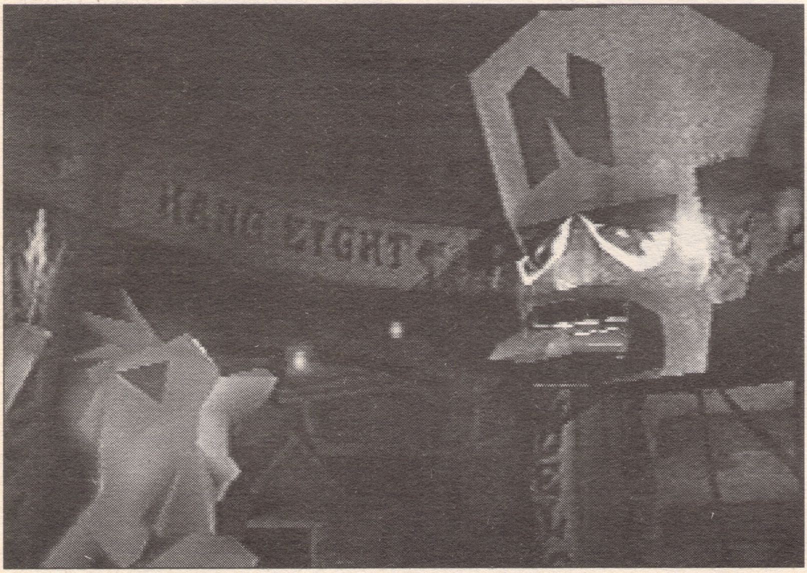
## Crystal

You need all 25 of these to escape the clutches of Doctor Cortex. You find a purple crystal at the end of each level. To get the other crystals you have to complete some levels without losing a life, or by collecting all the crates.

# Section One: From A Mission To A Dash

## Bandicoot On A Mission

A small level at the start of the game lets you get to grips with the controls. It also allows you to get captured by Doctor Cortex. You have a choice of five different levels to tackle in any order you wish, your ultimate objective being to collect all the crystals contained within this section.



TURTLE WOODS

## Turtle Wood

**Gems awarded for perfect: White, Blue**
**Gem needed for perfect: None**

This is a straight walkthrough level. It has only a few minor holes to jump and about half a dozen spiked turtles to dodge.

When you fall into the wide pits, destroy all the moles that emerge from the bottom so that you can get out again.

Once you exit the level, having found the crystal, Crash will perform his excellent little dance of victory for you.

Hint: As you near the second check point, you'll notice a carved face on the ground. Belly flop through the centre and you'll fall to a new level.

Silver Gem: Collect all of the crates.

Blue Gem: When the Silver Gem is obtained, repeat the level without collecting any crates at all.

## Snow Go

**Gems awarded for perfect: White, Red**

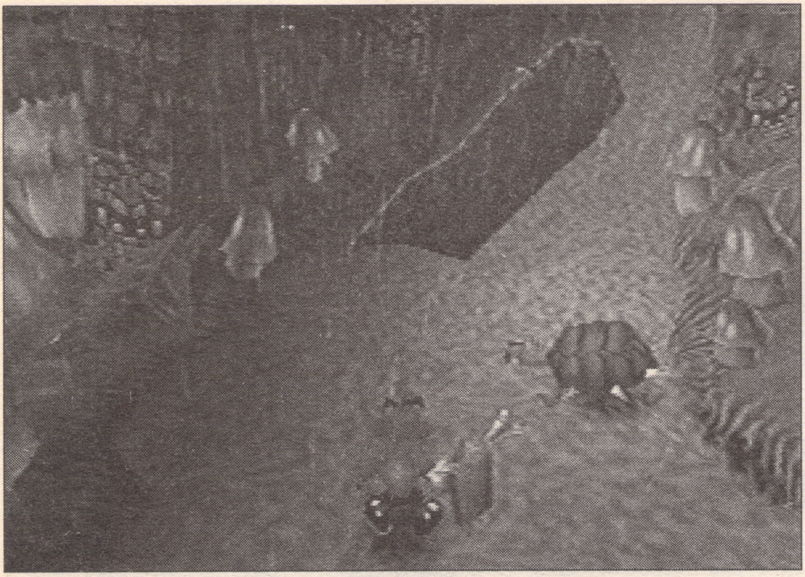
**Gem needed for perfect: None**

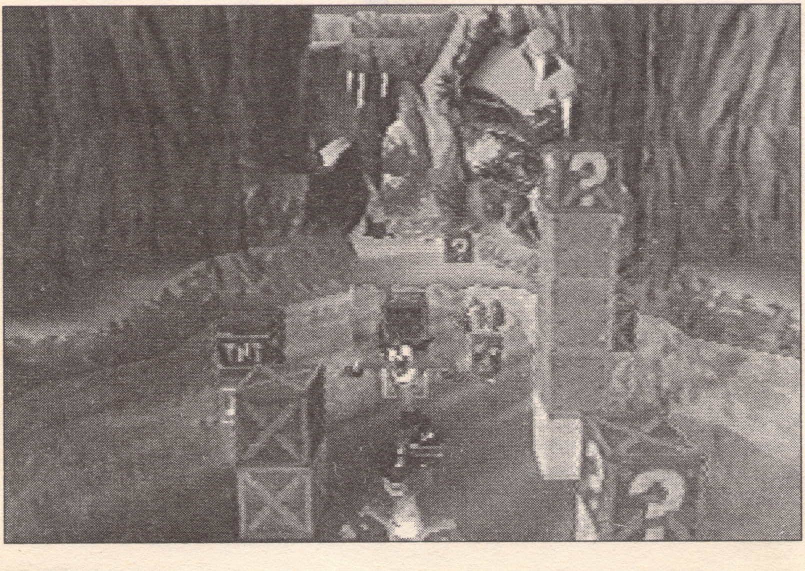
It's time to break out the Torvill and Dean videos as you hit the ice on this snowy level. It's better to jump across the ice than to walk, as you have a greater degree of control.

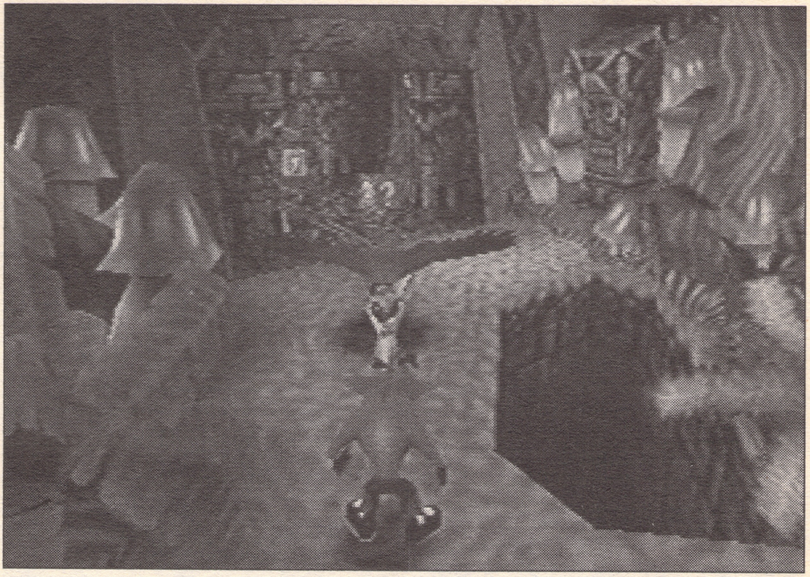
Don't linger near the ledges on this section, as the mashers are ready and willing to pound Crash into the snow.

To access this bonus section you have to drop down the gap under the question mark.

**Hint:** When you drop down to the front scrolling section at the end, track back towards the screen to find the green switch. Also, slightly further along, bounce on the '!' crate to destroy the high box,




TNT



then jump high to flick the normal switch above it. Then track back to get the two invisible crates.

Silver Gem: Collect all of the crates.

Red Gem: From Warp World entrance.

## The Pits

**Gem awarded for perfect: White**

**Gems needed for perfect: None**

This level is similar to Turtle Wood but has a greater number of pits and killer turtles. There is also a split in the path which enables you to stock up on bonuses. The turtles on this level are tougher then they were in the previous stage as they now come equip with shell-mounted buzzsaws. So don't go jumping on them! As you approach the end of the level these buggering birds will swoop down and knock you into the pits. They must be dodged or jumped on in order to survive.

Hint: When battling against the clock, ignore every crate except the ones that hold tribal masks. These will help if you get careless when avoiding those water mines.

**Silver Gem 1:** Collect every crate (including the ones inside the Blue Gem stage).

**Silver Gem 2:** Reach the end of the level before the timer runs out (this will appear when you hit the jet-ski).

## Hang Eight

**Gems awarded for perfect: Two Whites**

**Gem needed for perfect: Blue**

Wahey it's time to take to the water in this turbulent level. The jet-ski is tricky to manoeuvre so get the hang of it in the calm section of water before you proceed

to the tougher areas.

The whirlpools will drag you in unless you turbo past them using the boost button.

**Hint:** Take the left fork when the road splits halfway through the level and get the crystal plus all the crates, then track back the way you came and then take the right fork to gain every crate.

**Silver Gem:** Collect all of the crates.

## Crash Dash

**Gem awarded for perfect: White**

**Gems needed for perfect: None**

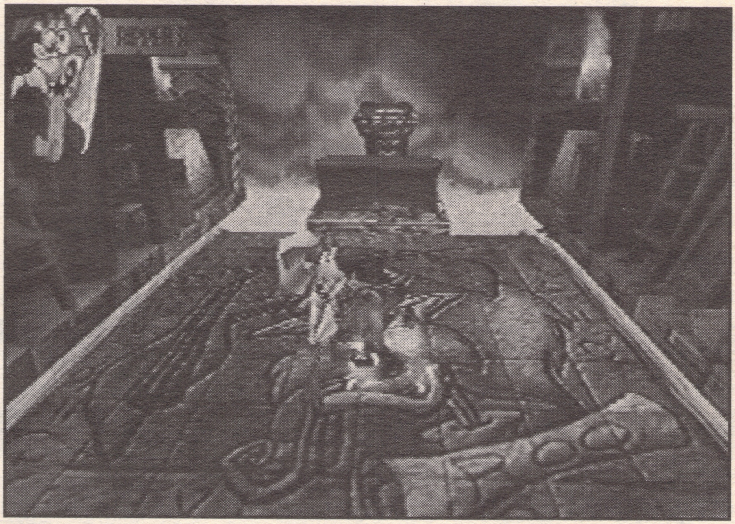
Indiana Jones eat your heart out. It's time to start running very swiftly when you see this boulder coming towards you. Look out for the mines that are strewn about the path as they will blast you high into the air, slowing you down.

Don't even think about trying to leap over these electrical barriers, as you are darned sure to be starring in an electrical awareness advert.

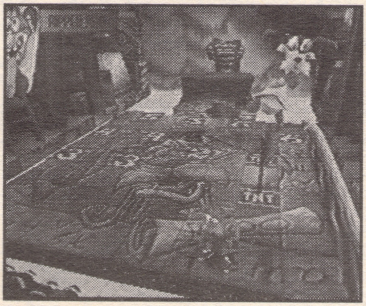
Walk over the arrows on the path to get an essential burst of speed. Be wary of running into the electrical fields that are conveniently placed just after them, though.

**Hint:** In the last section, use the arrow boosts to keep as far ahead of the rock as possible. Behind the next set of electric fences will be crates to smash, and you'll need time to get them all.

# RIPPER ROO



**Once you have found all of the purple crystals, you can proceed upstairs via the lift to the next level. Unfortunately you must get past the psychopathic Ripper roo first.**



**Stay away from the explosives he plants and try to find a safe corner to wait in. When he has finished laying the explosives he will blow himself. When old Ripper is dazed by the explosion seize your chance and crush his skull with a mighty leap, do this three times and the roo will be no more. Onto the next level, then...**

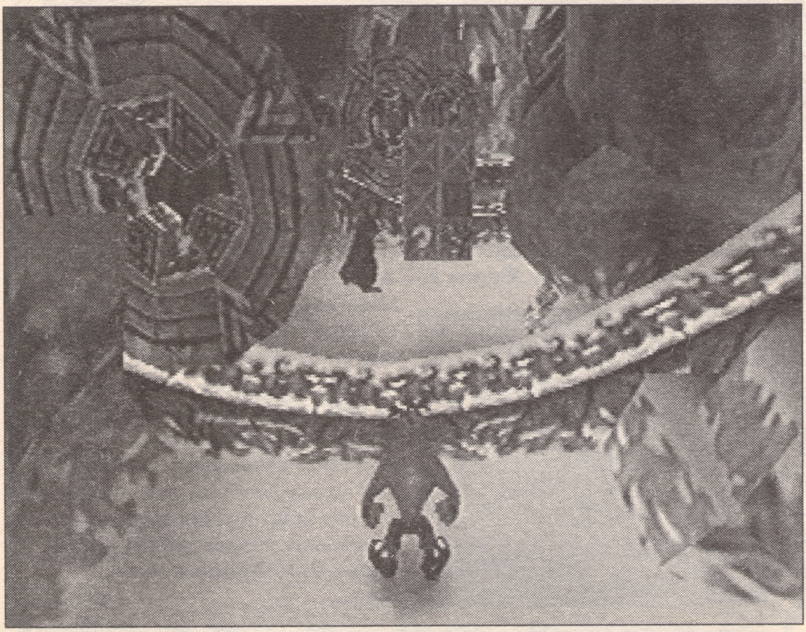
# Section Two: Fluffy Snow & Slippery Eels

## Snow Biz

**Gem awarded for perfect: White**

**Gem needed for perfect: Red**

Hit the slopes jumping on this snowy stage so you stay in control – an



abundance of icy drops await Crash and his sensible footwear if you lose it.

When you get to the stalactites, either barrel on through at top speed to avoid injury or walk next to them to make them fall.

The wheels make a welcome return, guest-starring as the easiest objects to avoid in the world. Simply walk close to the wheel and jump when it moves away to get past.

Hint: To obtain every crate, you will need to obtain the Red Gem before you start. This will give you access to the Red Jewel stage halfway through.

Silver Gem: Collect all of the crates.

## Air Crash

**Gems awarded for perfect: Two**

**Whites**

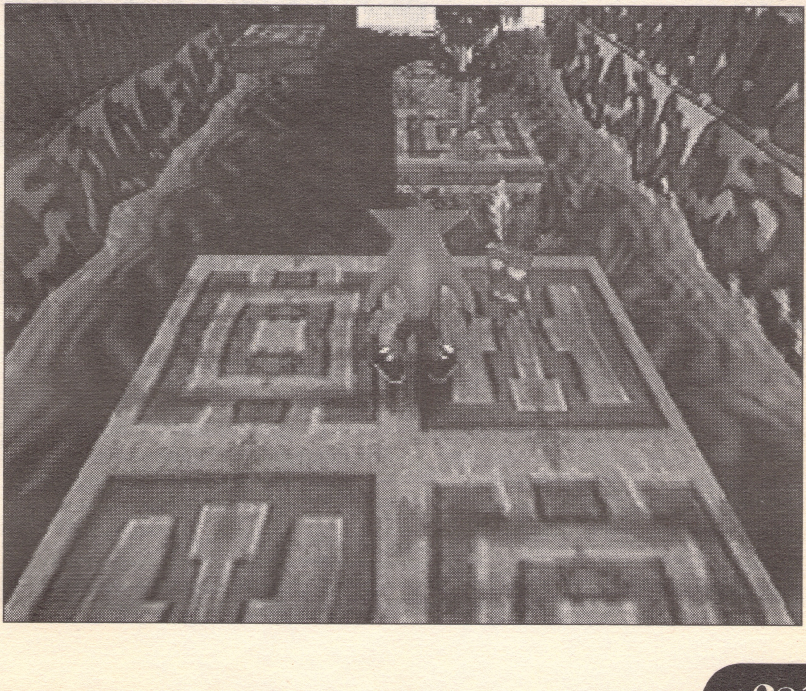
**Gems needed for perfect: None**

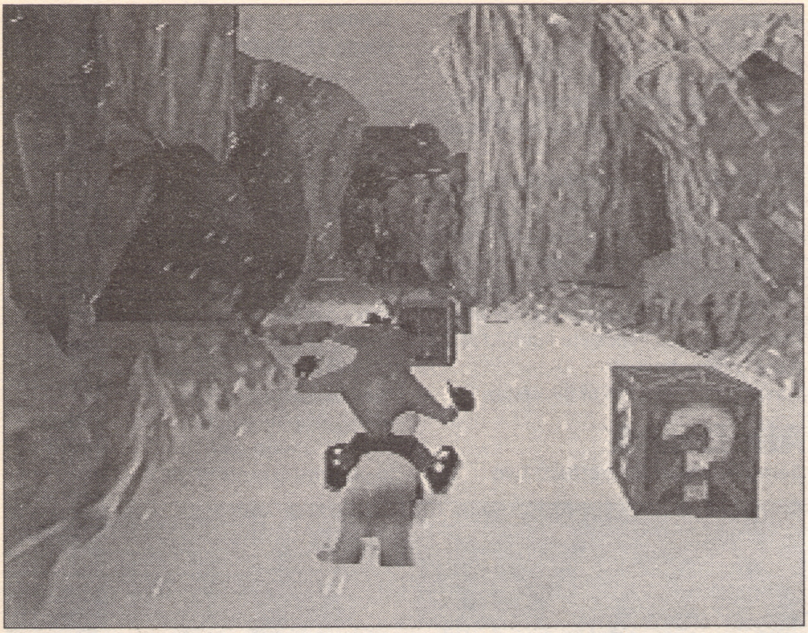
Excellent another jet-skiing level for you to get through. The mines on this level are hard to spot so take it slowly between the sections.

Hit the turbo button when you reach the jumps to clear the wooden walls that block the river, but look out for the mines that are lurking behind.

After the final checkpoint you will begin to encounter man-eating plants and deadly piranha in large numbers. Keep running and jumping to avoid them.

Hint: Just before you get on the first jet-ski, jump on the three floating crates to reach a warp zone point. You'll need to get here in order to get the second





entrance to the Air Crash level – which you'll need to get all the crates.
**Silver Gem 1:** Collect all the crates.
**Silver Gem 2:** In the Skull sub-level.

## Bear It

**Gem awarded for perfect: White**

Once you have climbed onto the bear's back you will be carried at a terrifying rate through the level.

You can still jump while you are on the bear, which is essential for dodging the fallen idols that are strewn about the path. The turbo button is also active, which comes in handy for getting through the crates of dynamite.

Don't stray too close to the pillars on this section as there appears to be some sort of deflector shield in operation around them.

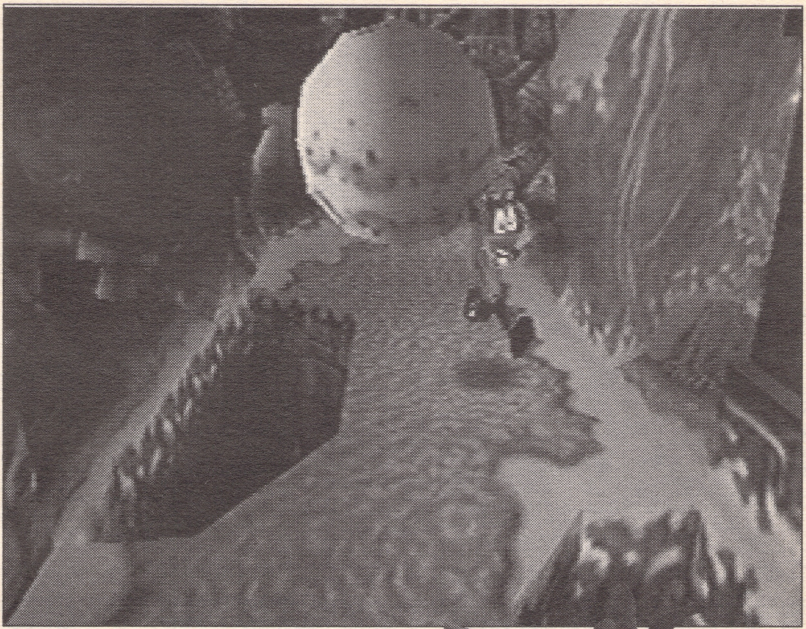
**Hint:** If you're serious about collecting the crates, don't hit a check point unless you have collected every crate previous to it.

**Silver Gem:** Collect all of the crates.

## Crash Crush

**Gem awarded for perfect: White**
**Gems needed for perfect: None**

Time to do another Dr Jones as a boulder is unleashed upon you and you have to run an even harsher course of obstacles. Slaloming from left to right on the first section allows you to build up more speed to outrun the snowball. As you progress, your way will be

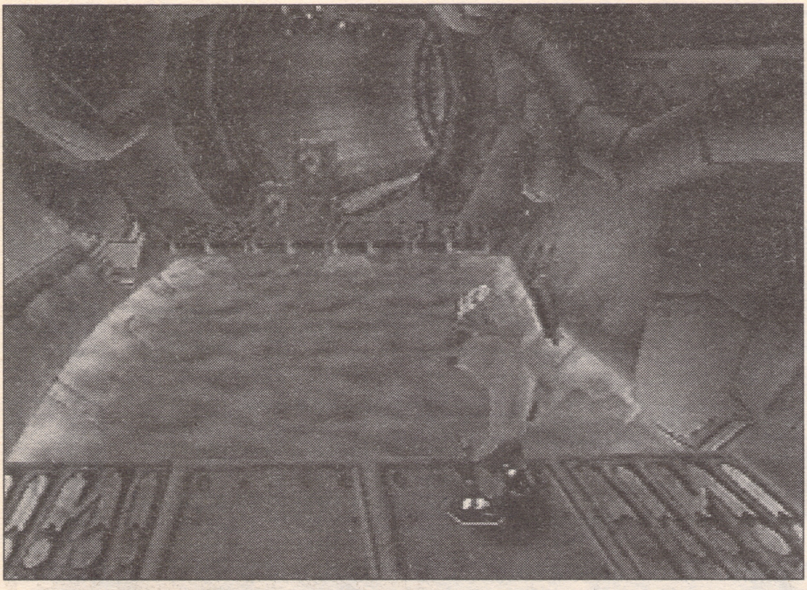


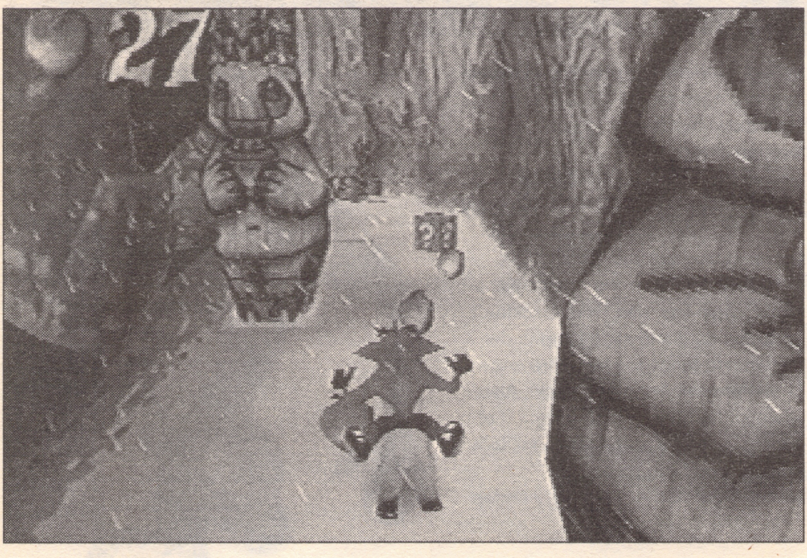
barred by these high electric screens, so you'll need to use Crash's new slide move repeatedly to get through alive.

Use all the turbos you find to get further in front of the boulder. Not only will you be able to get all the crates by doing this, but you will also get more time to dodge the obstacles.

**Hint:** When the road forks, backtrack up to the right and slide jump under the electric fence to gain more crates (a platform will bring you back). Also, when in the bonus stage, drop off of the first platform to the left to fall to a lower bonus-filled platform.

**Silver Gem:** Collect all of the crates.

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## The Eel Deal

**Gems awarded for perfect: White, Green**

**Gems needed for perfect: None**

At last, water you can walk through! Unfortunately it's infested with deadly electric eels so time your jumps carefully to avoid a high-voltage-induced death. You can choose either of these pathways to stock up on apples and lives. When you get to the second split in the pathways, take the left one to get the purple crystal, then return to the right path to reach the exit.

Hmm, now where have I seen these monkey bars before? You're not as vulnerable on these bars as Crash retains the ability to move fast, enabling him to avoid slow-moving adversaries.

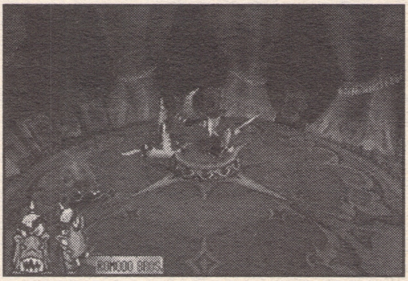
**Hint:** The Crystal is situated down the left tunnel at the second fork. Go grab it, then backtrack back and go right.

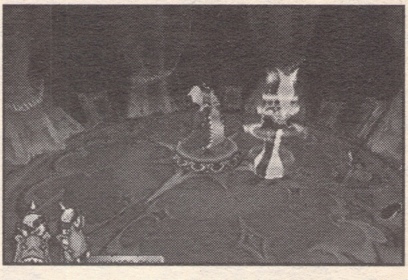
**Silver Gem:** Collect all of the crates.

**Green Gem:** At the first fork, go right. Then guide Crash through the nitro boxes and straight through the door behind. Follow the tunnel along and there will be the gem.

## THE KOMODO BROTHERS

**These amphibians will bring tears to your eyes with their stunning acrobatic display. The skinny dude will home in on you whilst his fat counterpart lobs knives in your direction. When the dobba starts laying down a barrage of knives, stay behind him and you should be safe. The spinning brother will bounce off the wall at a certain angle each time, so you should easily be able to copy his pattern and defeat him. To hit the dude, spin at the skinny bloke when he is dizzy and he will crash into him.**



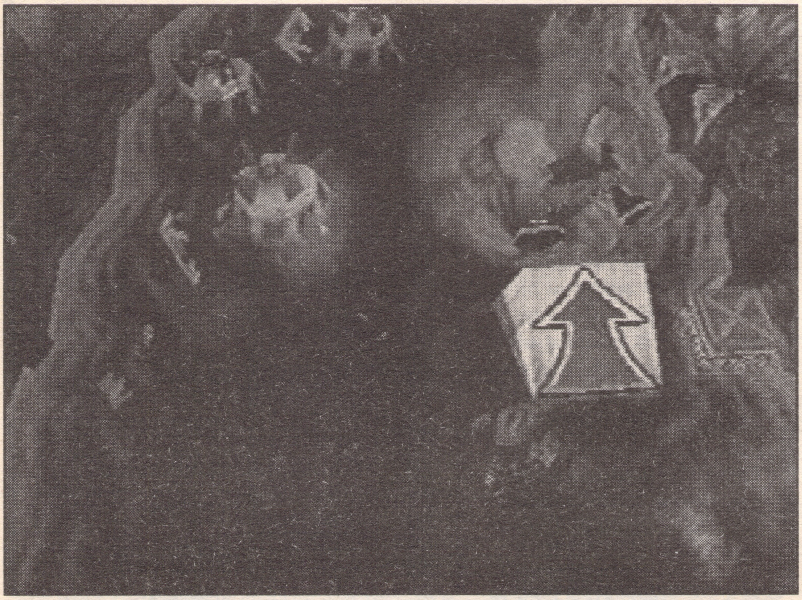


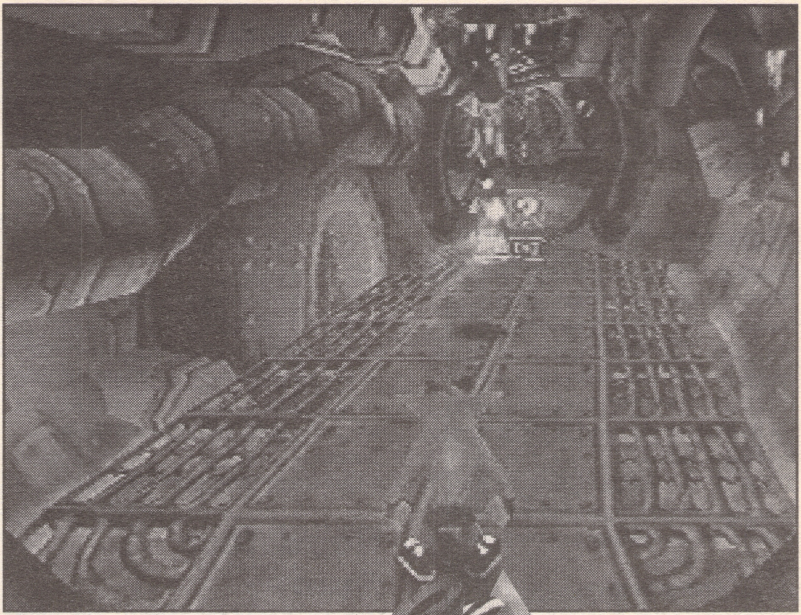
# Section Three: Plant food That's Horrid

## Plant Food

**Gems awarded: White, Gold**
**Gems needed for perfect: None**

The platforms on this stage don't sink, but they do move about for maximum aggravation. As suggested by the title of the stage, you'll come across

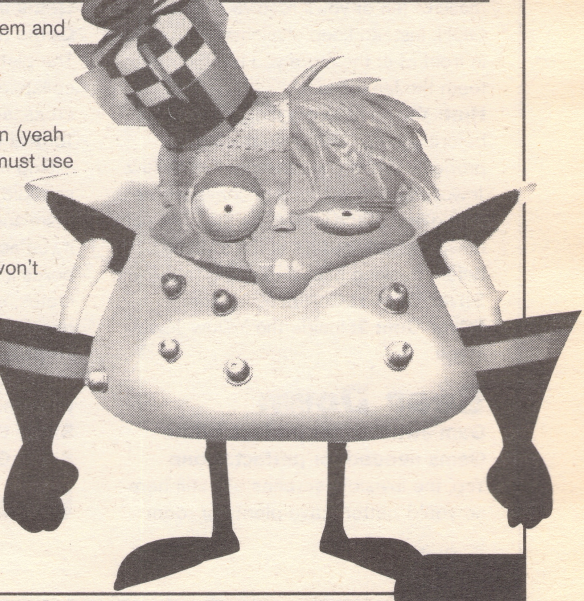




plants in droves: simply jump at them and use your spinning attack to stop yourself from being a feast for this foliage.

The jet-ski makes a welcome return (yeah right) in this level. As before, you must use the turbo button to clear the ramps and perform decent stunts. Line up the ski perfectly or, as demonstrated in the picture, you won't need no rocket to fly through space. This whirlpool is encountered mid-section. It looks totally impassable at first glance, but if you hit the turbo when you are at the far right of the water, you should get through.

**Hint:** Just before you get on the



last jet-ski, go to the right and walk along the platforms to obtain all of the crates. When done, track back and take to the water.

**Silver Gem:** Collect all the crates.

**Yellow Gem:** Reach the end of the level before the timer runs out.

## Sewer Or Later

**Gems awarded for perfect: Two White**

**Gem needed for perfect: Gold**

More pipe-filled mayhem awaits you on this eel-powered level. Watch out for the dodgy maintenance blokes that are hanging around with their blow-torches. Hit them when they are relighting, to end their pervy antics.

The small fans that you encounter can easily be avoided by running up the walls to the side, as they don't seem to be able to get you there.

Do not attempt to run through this massive fan or you'll receive serious GBH. Instead keep eliminating the drones in front of it: the more you kill, the more teeth the fan loses.

**Hint:** You need to get the Yellow Gem before you can complete this level properly. When you have got it, a Yellow Jewel platform will then become available. At the end of the level, take the right path down the fork and hit all the switches before tracking back and going to the left.

**Silver Gem 1:** Collect all  crates.

**Silver Gem 2:** Inside the Yellow Jewel stage.

## Bear Down

**Gem awarded for perfect: White**

**Gems needed for perfect: None**

Yep, the invisible screens are still here so you'd better leave plenty of room when you are trying to slalom through these idols.

Some Russian wazzers are trying to build an economic reform right in your path. You have to speed under the metal bars when they are raised or hit the jump button when they're on the ground to get past.

This is an all too familiar sight on this harsh level. Luckily there are infinite continues to help you through.

**Hint:** To get to another Warp Zone entrance, track back and jump on the floating platforms after the bear throws you off at the end of the level. When you reach the large pink one, you'll be warped. This will give you the second entrance to Air Crash.

**Silver Gem:** Collect all of the crates.

## Road To Ruin

**Gems awarded for perfect: Two White**

**Gems needed for perfect: None**

The platforms on this stage often collapse before you have chance to cross, so stay fast.

To deal with the lizard blokes, use Crash's sliding move. They walk at quite a fast rate so rapid button pushes are required to kill them successfully.

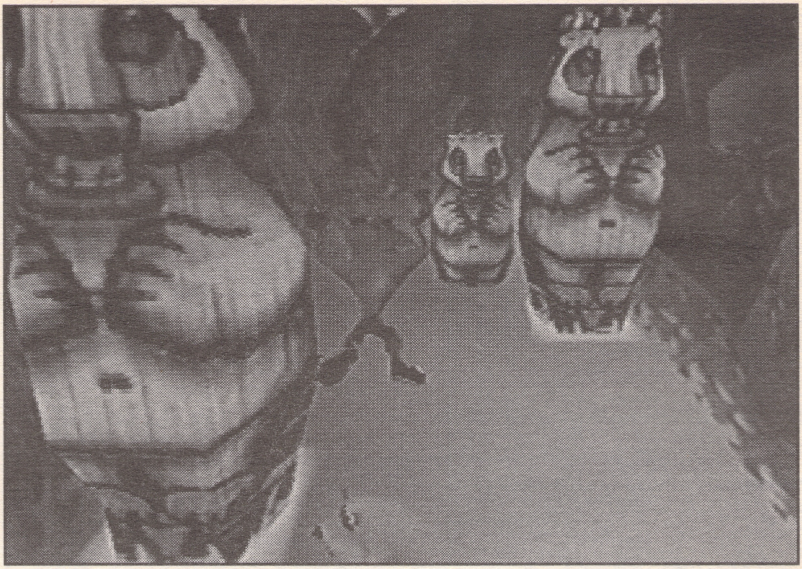
If you activate this switch, all the clear boxes in front of you will turn into nitro crates, so don't do it unless you are desperate to clear the level completely.

**Hint:** To obtain all of the crates you'll need to start the level from the Warp World, but you need to get the Crystal first.

**Silver Gem 1:** Inside the Skull sub-level.

**Silver Gem 2:** Collect all of the crates.

## Unbearable



**Gem awarded for perfect: White**
**Gems needed for perfect: None**
No boulder to dodge this time, just the little bear's brother to contend with. Constant weaving is required to stay ahead of him and, if he wasn't bad enough, you have to slide your way through any wooden barriers or lizards that block your path (annoyingly).
To reach the platforms that are far away on the bonus level, use the slide move then hit the jump button, as the extra speed gained will boost you across.
Time to pick on the little brother again as you enter more twisting pathways. You will need lightning reactions to pass through this section, so keep turning left and right to get some thinking space. Persevere and all that.
**Hint:** When the polar bear drops into the first pit, turn around and follow him in to enter a new sub-level. Watch out though because it's very tough! There is also a Warp World entrance on this level. After you are catapulted off of the bear at the end, turn around and slide jump over the pit and walk back up to the bear. When you get to his head, you'll be warped away.
**Silver Gem:** Collect all of the crates.

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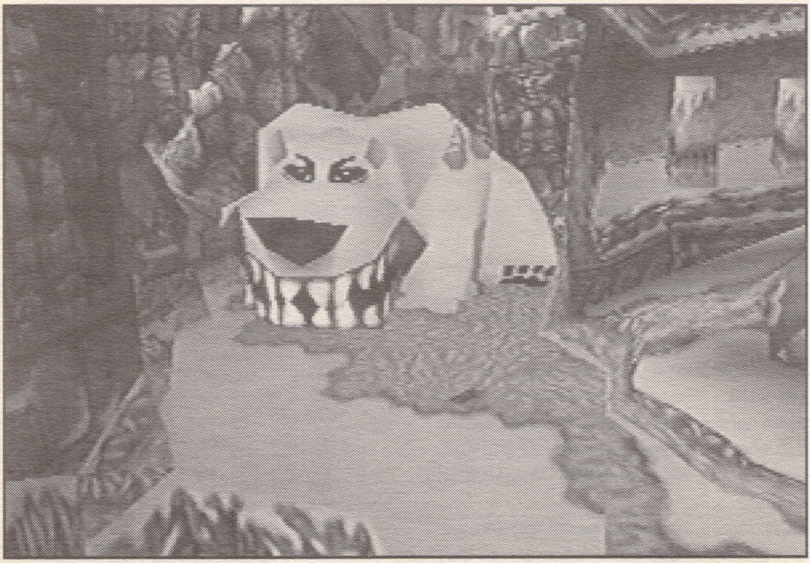
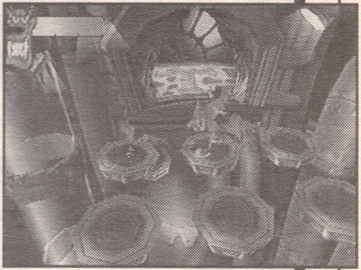


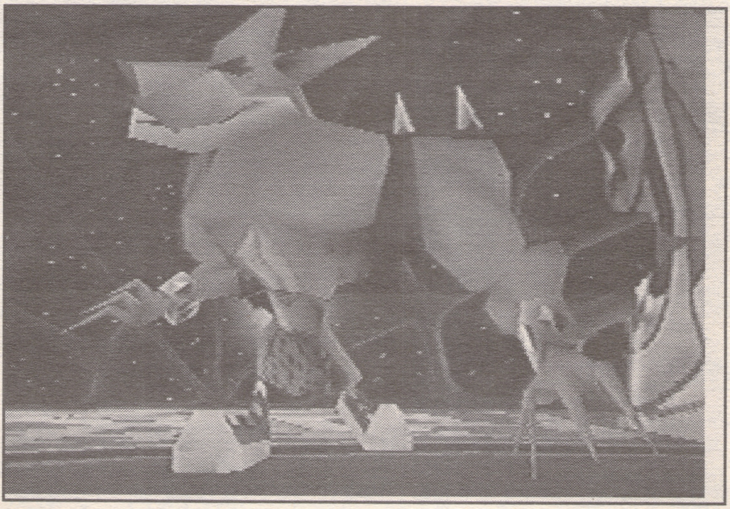
# TIGERMAN



Fresh from the Frosties advert, Mr Tiger is looking to stomp some bandicoot butt big time. He heads straight for where you are standing, giving you little time to react. Whilst this is happening, the platforms that are flashing red will be preparing to disappear. Jump onto the red platforms as they begin to flash so that Tiger bloke follows you, then leap off quickly as he closes in. He should then plummet to the ground and a third of his energy will be knocked off.

After he takes the first hit, more platforms will start to drop, making it easier to send him falling again.

After the second hit, all but one of the platforms will flash red so head for the green one straight away. Tiger bloke is not as fast as you so he should fall to his death.

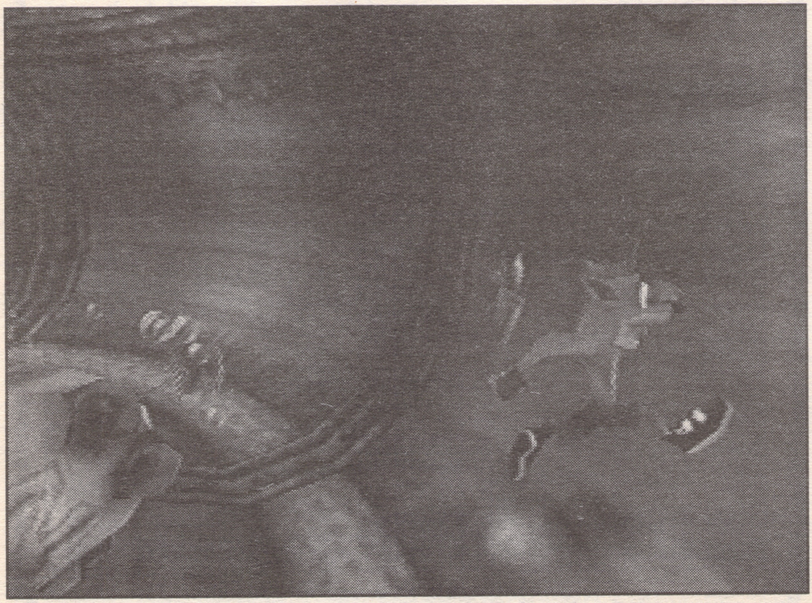


# Section Four: Hanging Out With The Bees

## Hanging Out

**Gem awarded for perfect: White**
**Gems needed for perfect: None**

This level is nearly identical to the previous sewer levels. Use the same tactics as before to deal with the pesky wielders.



Occasionally you may find a drone heading right for you: don't panic, just hit the spin button and it will destroy itself when it hits you.

More bars need to be crossed as you progress through the level. The maintenance drones on this section move faster than the previous one, so study their movement pattern to get through safely.

More spiky drones lay in wait ahead as you attempt to cross the gaps in the tunnel. Wait until they are at the top of the tunnel before you take a run and jump.

**Hint:** In order to get another Warp World entrance, walk towards the screen just before the '?' platform. This will transport you to the Warp World and present you with another level called Totally Fly… which is pretty damn hard.

**Silver Gem:** Collect all of the crates

## Diggin It

**Gems awarded for perfect: Two White**

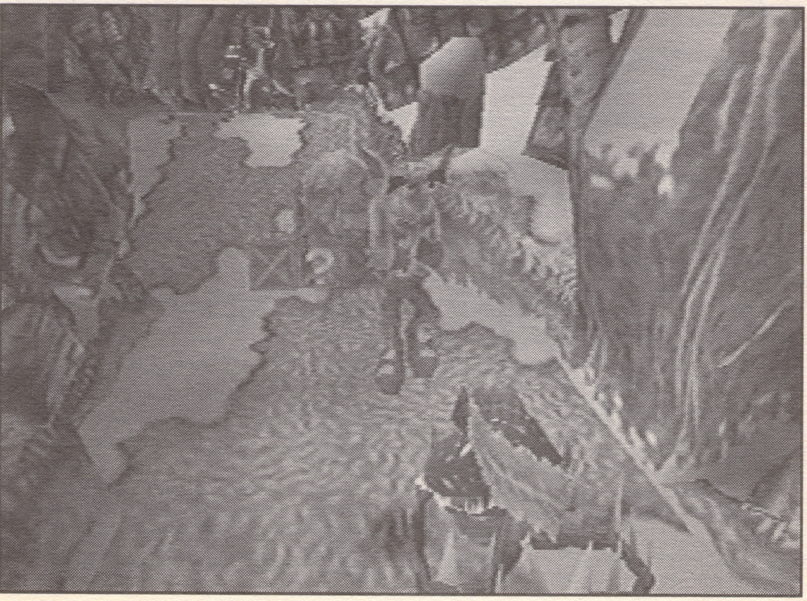
**Gems needed for perfect: None**

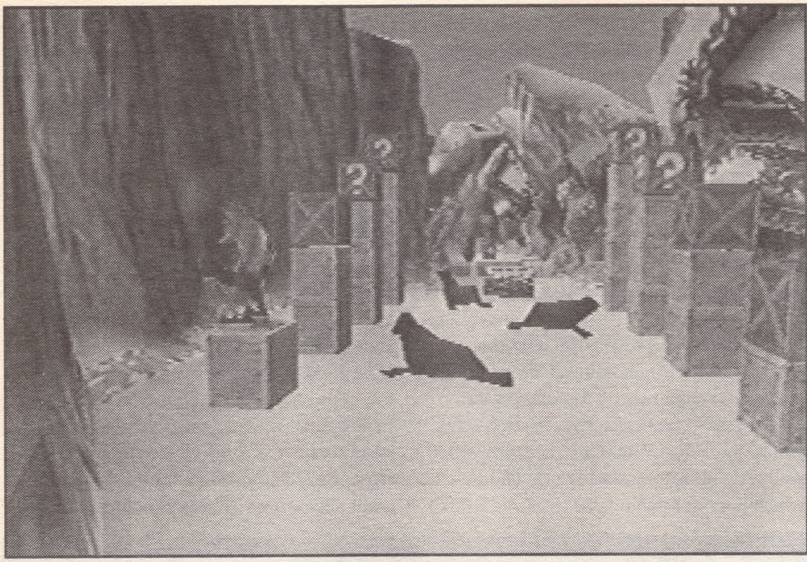
The plants on this stage are tougher than the jolly green giant. Not only do they spit explosive pods at you, but they are impervious to attack as well. Run past this vicious vegetation to avoid injury.

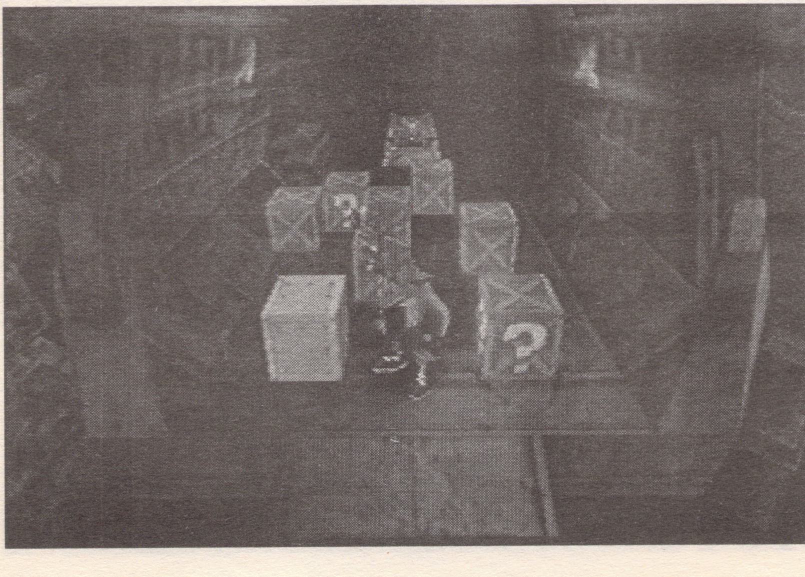
The electric fields flash on and off every five seconds so be careful when timing your passage through them.

Time to test your running skills again as the killer bees attack. They don't continue their pursuit for very long, but there are a lot of obstacles to avoid on the way.

**Hint:** Belly flop onto the bomb-spewing plant situated on an island near to the end







of the level to gain another entrance to the Warp World. This will award you the second entrance to Road To Ruin.

**Silver Gem 1:** Collect all of the crates.

**Silver Gem 2:** Inside the Skull level on the left fork path.

## Cold Hard Crash

**Gems awarded for perfect: Two White**

**Gems needed for perfect: None**

Take the trouble to get to the top pillars on this section as the end crates both contain an extra life. This level is a bit of a bonus one as the traps are not exactly formidable. Be sure to collect all the pick-ups you can for later.

You will have to leg it through the log smashers quickly as there is a hidden stone smasher on the other side waiting to pound you into your shoes.

More deadly smashers await as you near the end of the level. As before, you need to speed through them or die.

**Hint:** Jump on top of the highest 10-apple crate in the bonus '?' level to find an even higher hidden crate.

**Silver Gem 1:** Collect all of the crates.

**Silver Gem 2:** Situated inside the Skull sub-level.

## Ruination

**Gems awarded for perfect: Two White**

**Gem needed for perfect: Green**

This is definitely not an easy stage. The only light provided on this dark and sinister section is given off by the storm in the background. Most of the platforms here collapse, so stay on the move. Oh yeah, and kill any monkeys you come across, because they deserve it.

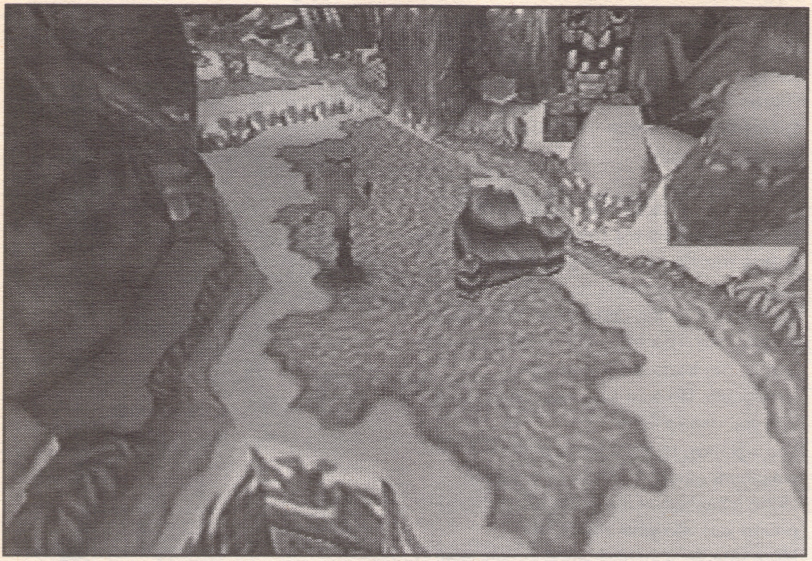
You can safely activate the switch here as the crates that appear contain apples and not nitroglycerine as before.

Wahey! It's deadly drop time! If the fact that you can't see where you are jumping to wasn't bad enough, you have to contend with the rotational movements of the platforms so be sure to stay in the middle and not let yourself slip off the edge.

**Hint:** If you have the Green Gem, you'll be allowed to enter a Green Jewel level for extra bonuses – there aren't any crates in this part though.

**Silver Gem 1:** Collect all of the crates.

**Silver Gem 2:** Take the Green Jewel path near the end of the level and it will transport you over to the Gem.



## Bee Having

**Gems awarded for perfect: White, Purple**

**Gems needed for perfect: None**

As suggested by the title, the bees come back to have another go at Crash. To stay in front of them use the slide move, as it increases your speed exponentially.

To prevent darling Crash from becoming a bee feast, look out for this pattern on the pathway as it means you can go underground by pressing the attack button. Whilst he is underground Crash can still smash crates and dispose of enemies with the attack button. Be careful, though, as the nitro crates are still deadly and the mallet-wielding farmers can also injure him.

**Hint:** On the dry sections of ground, press the spin button to dive underground to avoid the killer bees.

**Silver Gem:** Collect all of the crates.

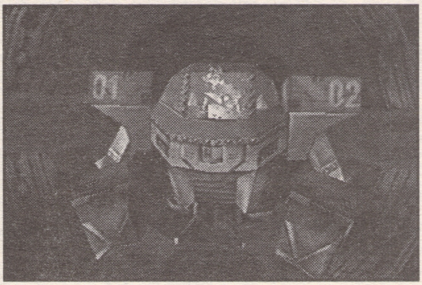
**Purple Gem:** When you come to a set of steps covered with nitro boxes, simply jump up on them. They won't explode and at the top you'll be warped to a level containing the Gem.

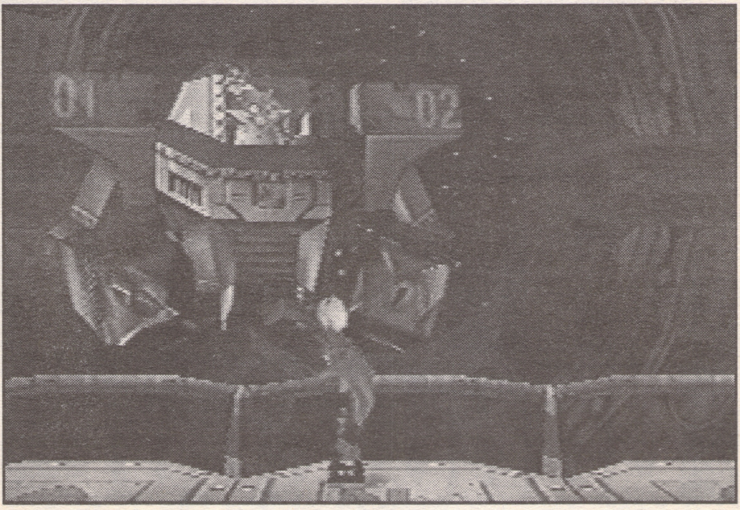
# NIRUS BIRO + DEATH MACHINE

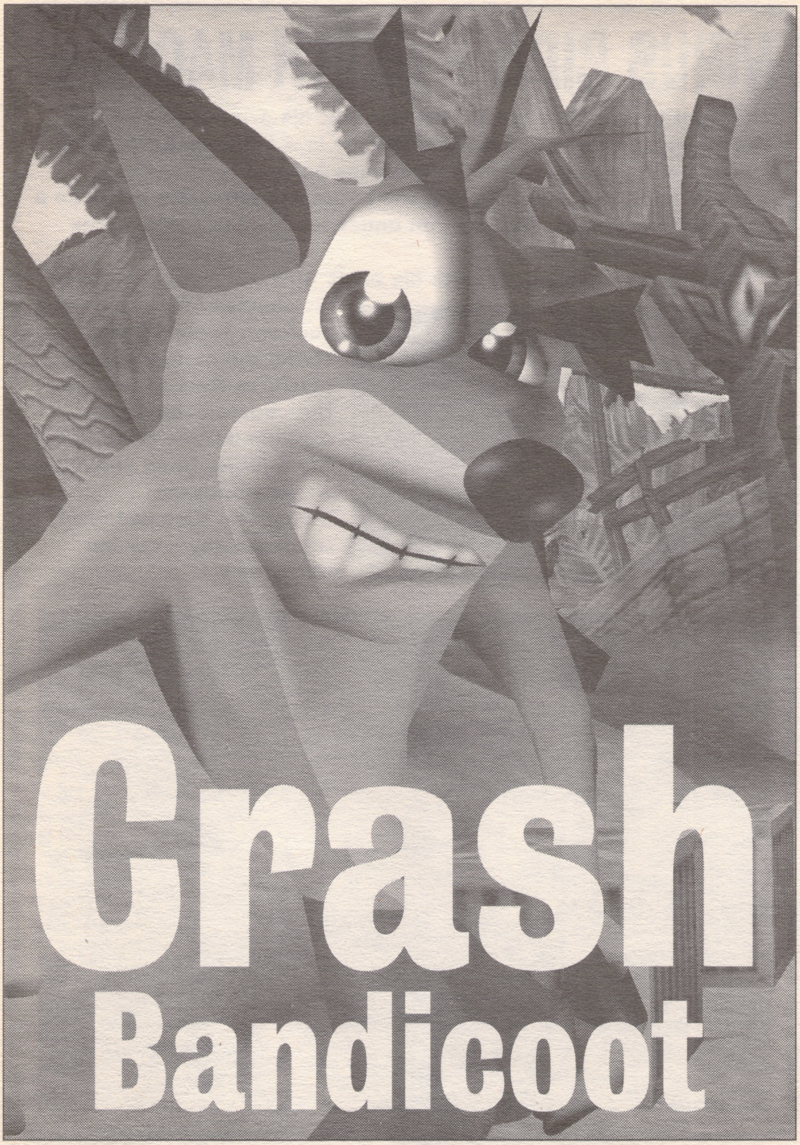
**The Doctor may be a small slaphead but his armoured suit will soon sort you out. To scrap this Doctor in a can, you have to lob apples at the red parts of the weapons he fires.**

**When he attacks with lasers, the beam will alternate between a high and low attack. Quickly run underneath when the beam is raised to avoid it.**

**When you have shot off both his arms Biro will switch to firing his shoulder-mounted rockets. These always strike the centre of the platform first so wait for the centre rockets to explode before running to the middle. Once you have wasted both the launchers, Biro will drop from the sky – har har hardy har.**







# Crash Bandicoot

It's official: the world has gone c-r-a-z-y! First, Sega made an unlikely hero out of a blue hedgehog, and now Sony are doing the same with a mutated bandicoot! But there's a band of human heroes on standby to give him a hand in defeating Dr Neo Cortex.

## Easy Life

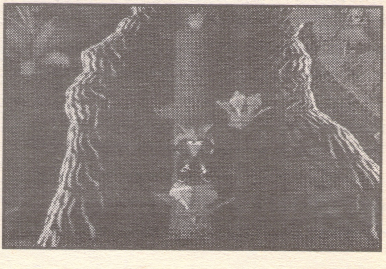
The simplest, easiest, and least dangerous way of gaining extra lives begins at the very start of the game. No code is needed, no secret to be found, in fact the answer is staring you right in the face, you just have to know where to look.

Simply start the first level, then collect all the Wumba Fruits from the two Bounce crates and the '?' crate. Now press Start, then press Select to exit the map. Go back to the first level again and collect more Wumba Fruits from those three crates again.

As you may or may not know, each time you reach 100 Wumba Fruits you receive an extra life. Yes, I know it's long-winded and you just want to get into the game, but surely having extra lives is far more important than your desire to die before completing the level. After all there is no risk to you at all.

## The Mask

No... A green-faced menace is not going to appear from nowhere, start dancing and shout, "Somebody stop me!" The only mask in this game is the Witch Doctor's Mask which enables you to take one direct hit (depending on how many masks are collected) without dying – very handy, believe me. If you collect another mask whilst already having one, this becomes



two hits. Once a third mask is collected, you become temporarily invulnerable.

On some early levels there may be a mask near the beginning of the stage. So start that level, pick up the mask and exit the level. Now re-enter the level and charge yourself up to two masks; three if you so wish. Now you'll be able to last that much longer in this crazy game.

## The Fruit Of Passion

Every Wumba Fruit should be collected from each level. Not only will this bring you nearer towards another life, but it will (if you haven't died on the current level) enable you to access secret areas of other levels with the aid of the Gems. So collecting Fruits from Bounce crates should be carried out in one go (don't worry about the man from Del Monte, he says "Yes"). If it takes you two or three times to jump on the crate you'll receive less Fruit's. As with the rest of this game, time is life-rewarding – I know, I don't have a clue what it means either, just sounded good!

## For Your Eyes Only

On some of the levels Crash will come across longer beams (Heavy Machinery) and occasionally rope bridges (Road To Nowhere). These things aren't just here for display, they can be used to avoid gaps, enemies and all sorts of problem points. On the Road To Nowhere level you can actually jump up onto the rope and walk along most of that particular bridge. However, don't try to jump too high to get up on it, otherwise you'll find yourself somersaulting off the bridge and into, well God only knows where you might land. At first you may lose a life or two – I know I flippin' did, and the joypad certainly paid for it! But once you get familiar with jumping ranges and heights it shouldn't be a problem. The easiest way to get on the rope is by starting to jump low, then gradually getting higher until you're up there.

If you look closely enough you'll notice beams on the Heavy Machinery level that come towards the screen and are slightly longer than the platform. By jumping on these (when available) you can avoid all obstacles in your way.

## Jumping Your Enemy

Now this has nothing to do with sex – although looking at the face Crash pulls when faced with the rear of the Pig in Hog Wild, you certainly start to wonder!

By jumping on top of the enemy, say for instance the turtle, you can bounce higher than you could ever do by jumping. And by jumping as well, you should reach well into the clouds. By using the recently deceased animals, you can cross bigger gaps – and reach higher rewards. The same almost applies for other characters, except that the turtles provide the best spring for high jumps.

## Obstacles

Many of the early levels contain rolling stone discs that move from side to side. These can be a problem, so timing is very important. The best way in which to avoid being splattered like a pancake on Shrove

Tuesday is to jump just as the disc is going past you, thus giving you plenty of time to fanny about. Quite easy when you think about it!

## Indiana Jones Rip-Off

Hands up all of you which have seen this done time and time again… (everybody raises their hands)… that's what I thought. Nevertheless it's quite a simple level to complete: just run, er, and run. When you get to the little wood fences, do a little jump to get over them, then use nice even jumps for the gaps. Oh! And don't look back…

## Spin On This

Extra Wumba Fruits can be gained by spinning into an enemy when there is another one just behind it. Not only will you get extra fruits but you'll also kill two, three, sometimes four with one spin – ain't it cool?

## The Quick & The Dead

You gotta be fast against some of these bad guys/gals, although sometimes you can wait for your opportunity to attack. You'll often find that you need to jump straight in to get anywhere. Like using the turtle to jump gaps, use other enemies to reach the crates which are otherwise unobtainable.

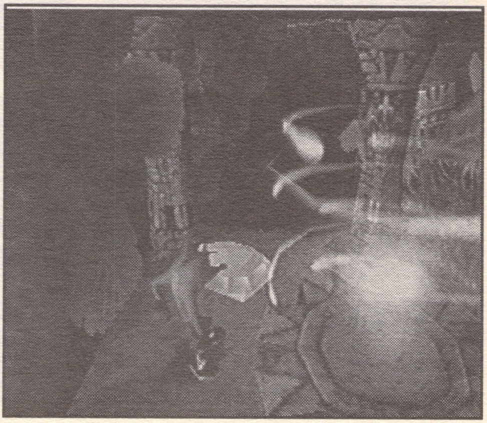
## Bonus Rounds

You can never be sure when a bonus round will become available; except that when one token turns up, the others should be close. The tokens are in the shape of three characters' heads: the lovely, well-developed Tawna; Lethal cocktail shaker, Dr Nitrus Brio; and complete psycho loony toon, Dr Neo Cortex.

As soon as three tokens are found within the same stage, the game will freeze and our loveable hero gets whisked away to the bonus round. Once there, that zany bandicoot can jump and spin on loads of crates. If you make it to the end of the bonus round you'll have the chance to save your game – this is a must-do.

## Gems & Keys

You can earn valuable Gems and Keys on various secret stages throughout the game. Once a level has been completed (not including Boss levels) without losing a life and breaking open every crate, gem or key icons will be displayed on the map screen at the top (if that level has any secret areas).



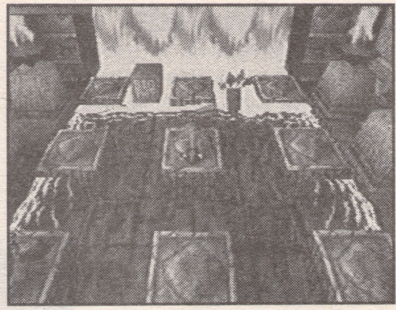
# Bosses

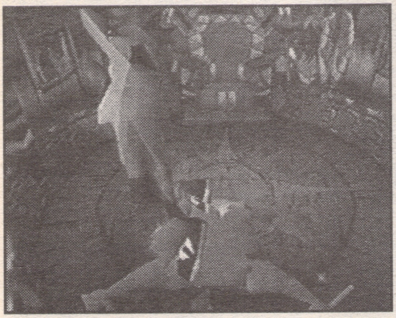
## Papu Papu

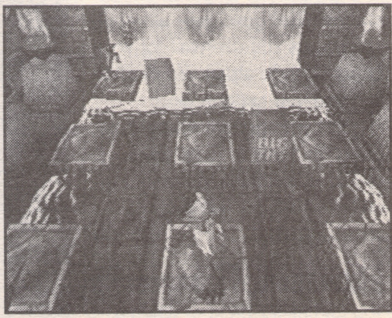
Probably the easiest Boss in the game. Just jump onto his throne. When he throws his big stick at you, jump out of the way, then jump onto his back. Now return back to the throne and repeat. This beast of a man shouldn't take long to finish off, then it's onto the next level.

## Ripper Roo

'Completely psychotic, utter nutter, and two sandwiches short of a picnic basket' is the only way to describe this crazy kangaroo. Although there are many ways of using the platforms and TNT, this is the easiest and quickest: Wait for him to jump to the bottom-left platform. Jump to the

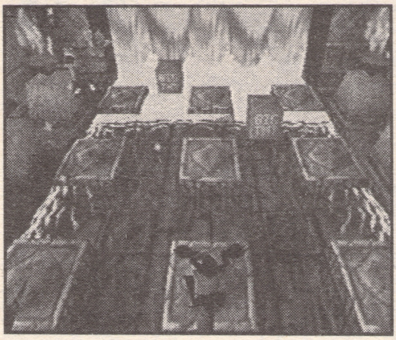






middle, then straight onto the left-middle platform.

Now wait until the blue-bodied loony jumps back to the middle, then bottom-right, then back to the middle, then bottom-left. As he jumps to the middle again, jump onto the TNT.



Follow him to the middle. Now put Crash onto the middle-right platform. When the nutter returns to the middle he'll get the first explosion.

Now jump on the following platforms: top-right, top-middle, top-left and finally middle-left. Wait until Roo is on the middle-right platform. Now jump on the TNT next to you, then jump back onto the middle-left. Bingo, explosion number two.

Now from your position on the middle-left platform, jump to the top-left. Wait until the blue-haired menace is about to jump from the bottom-middle to the middle-left.

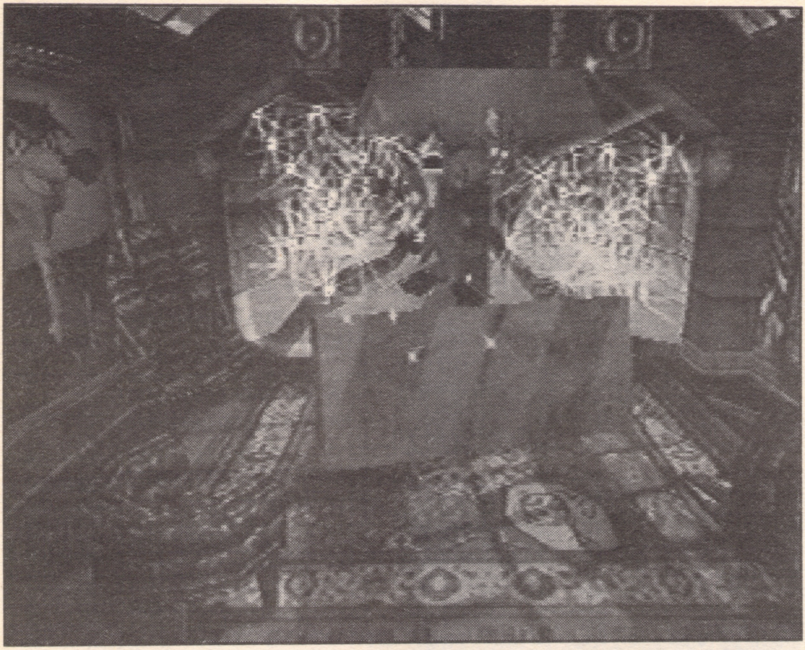
Jump on the TNT, then go back to the top-left. Wait until Roo has jumped off the middle-left and onto the top-middle.

Now jump onto the middle-left and away from explosion number three.

## Koala Kong

Once again there is no one way in which to kill him, but this is the best, easiest and simplest – trust us!

Just stay in the left-hand corner of the screen. When Kong throws a rock at you, jump to the right. Then when the rock has gone, go back to the left – quite simple really. Keep doing this. When the rock which you can use comes over (usually the fourth), wait until there are no carts in front of him, then spin the heavy rock straight into his oversized, muscle-covered gut. Keep repeating this and you shouldn't have any problems.



## Pinstripe Potoroo

First there was Ripper Roo who was completely mad, and stupid! But Pinstripe is not only a complete schizo; he's got a thing for violence, especially when it involves putting a few thousand bullets through our rat-type hero – well that's what a bandicoot is, you know! This guy keeps jumping, running and even somersaulting around the room, firing his machine gun whilst laughing like the gun-crazed mad-thing he is.

The safest, and only, places in which to hide are the bottom-left and right corners of the screen. Somehow he can't hit you there – fortunately for you. Never attack Pinstripe when he is at the back of the room (unless his gun jams): you'll never make it in time.

The best attack is to wait until he's finished firing (obviously), then jump on him before retreating to one of the two safe corners. Keep doing this until he's dead.

His gun will jam from time to time: when it does, you should (if you're quick enough) be able to reach him in time. Sometimes you are able to get him two, maybe three times before he starts shooting again. To do this stun him once, then just as he recovers, jump on him again. This requires excellent timing.

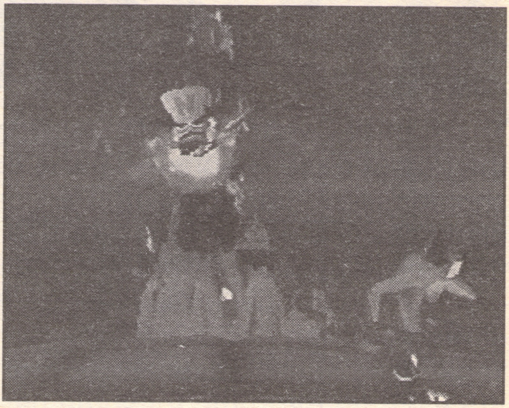
## Dr Nitrus Brio

Crazy characters seem to be coming out of the woodwork in this game, and this dude's no exception. Dr Nitrus Brio seems to think that he's Tom Cruise in 'Cocktail'. Anyway it's easier to kill this guy than you might think. In fact, it's just a case of jumping. The places to avoid incoming test-tubes are the bottom-left and right corners. This way you have more time to avoid them. When he throws the green tubes, jump out the way. When the newly formed green blob starts moving around, wait until it's flat on the ground. Now jump on top of it to kill it. The purple test-tubes are next: these are explosive, so just get out of the way by jumping to the left, then right.

Keep repeating until he changes into a huge butt-ugly green monster. You'll notice slabs of rock falling down: jump off these to get the extra height needed to reach Brio's head. Keep doing this until the beast is dead.

## Dr Neo Cortex

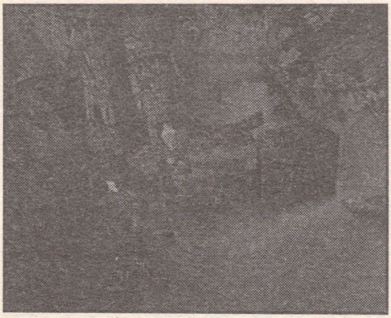
Now for the leader of this bizarre, strange and completely insane group, Dr Neo Cortex. This guy happens to be very impolite and would like nothing more than to see your furry behind toasted with his energy bolts. But Cortex is surprisingly easy when you know how. Just avoid the purple and blue energy bolts, and spin into the green ones. It's that easy. The green energy bolts are quite easy to get too. Remember that although the purple ones come, then go. The blue ones stay for a quick pass from left-to-right and vice versa, plus they also go diagonally.



# Island 1

The start of Crash's perilous journey begins here, on the first of three islands… This is the time when you should get comfortable with the controls and jumping distances of Crash. It also provides you with the first three clear gem opportunities, and the first boss of the game – Papu Papu. It may seem a little easy at first, but getting through it with a 'Perfect' is not quite so simple. You'll need to get coloured gems on islands two and three before returning for some perfect scores.

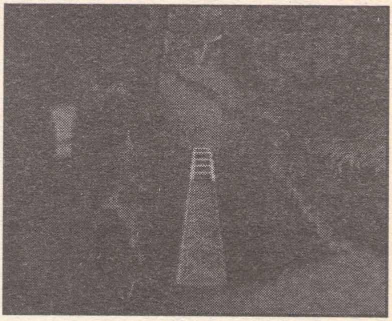
# Sanity Beach



1. You should find a few more of these 'Witch Doctors Masks' around this level. As long as you don't lose them you shouldn't have any problems.

2. No need to spin into those turtles: you've got temporary invulnerability.

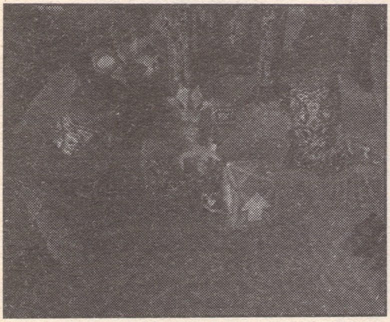
3. Collect every piece of wumba fruit you can find. You're going to need them.



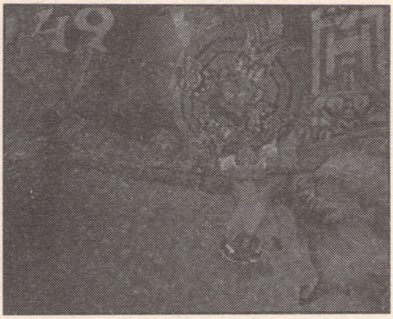
4. By smacking that '!' crate, you've filled in the gap with crates. Now you can cross safely. And as a bonus, you can jump on them to get some goodies.

**Checkpoints: 1**
**Bonus Round: None**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

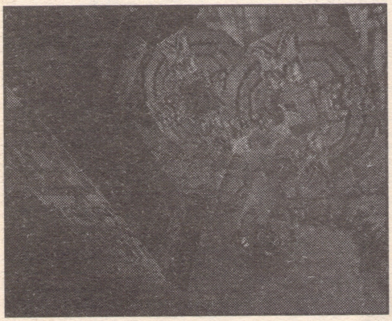
# Jungle Rollers



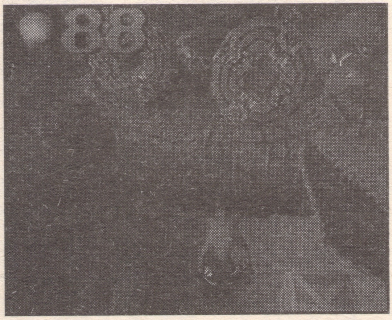
1. Jump on the 'Arrow' crate to collect the wumba fruit from the 'Bounce' crate hidden above. Then collect the Mask to become invulnerable.



2. These circular stone discs roll from one side to another. Fortunately for you there is only one of them here. Wait until it passes before jumping.



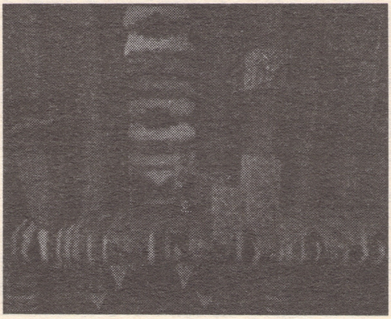
3. Go to your extreme left (or right), wait until the far disc is past, then jump. No problemo!



4. These ones are a little bit trickier. You have to wait until they meet in the middle. As they start rolling past each other, jump through the gap.

**Checkpoints: 1**
**Bonus Round: Tawna**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Green**

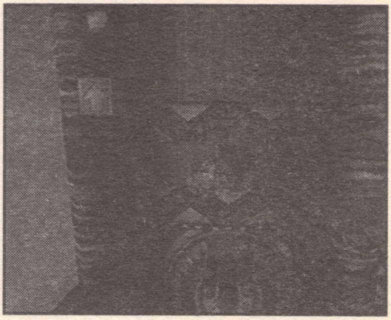
# The Great Gate



1. The crates are stacked up like steps, so jump up them to reach the witch doctor's mask.

2. As soon as the steel crate bounces off the 'Arrow' crate, jump through to avoid being squashed.

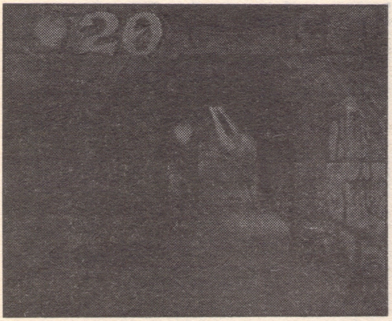
3. I don't know about you, but I'm sure spikes wouldn't improve Crash's look, although I'm sure Cortex would disagree.



4. Jump up and spin into the three pointed sticks to turn them into a temporary platform.

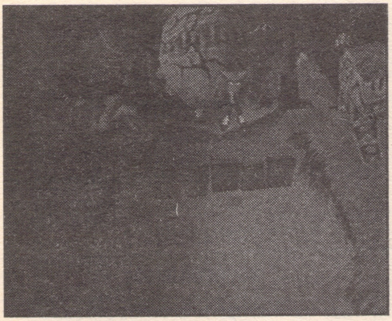
**Checkpoints: 1**
**Bonus Round: Tawna**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Yellow**

# Boulders

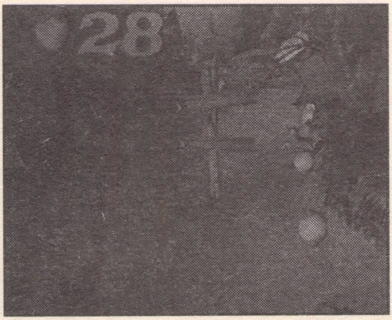


1. Collect everything you can before starting off: you'll certainly need it.

2. These gaps are easy, but mistakes can still be made. Keep your concentration and don't jump too soon.



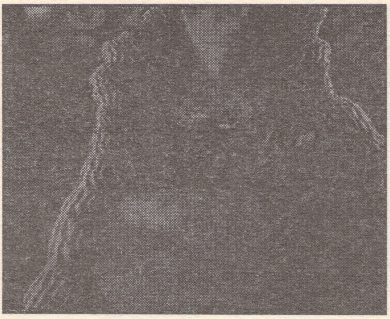
3. Short jumps are called for here, so you'd better speed it up as that chunk of rock is bearing down on you.



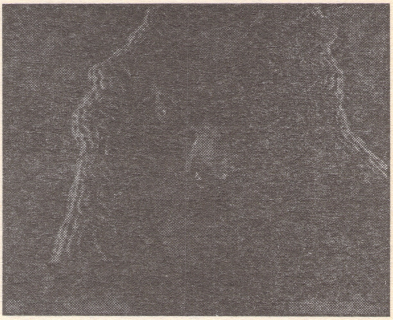
4. Follow the trail of wumba fruit as they lead you round the wooden posts. Plus you get that much closer to an extra life.

**Checkpoints: 1**
**Bonus Round: None**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

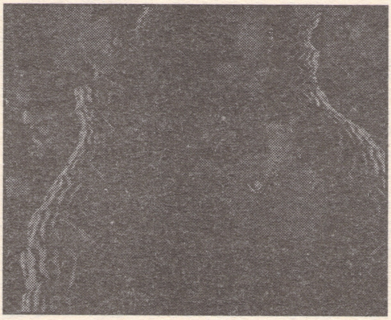
# Upstream



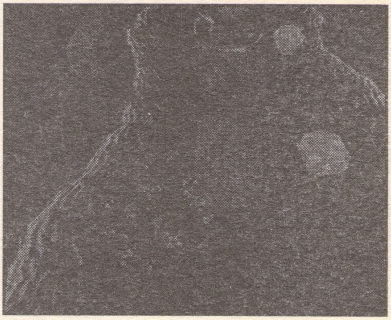
1. Don't forget to grab those apples.



2. There's something fishy going on here! Wait for the fish to jump past you, then as soon as the leaf is close enough, go for it.



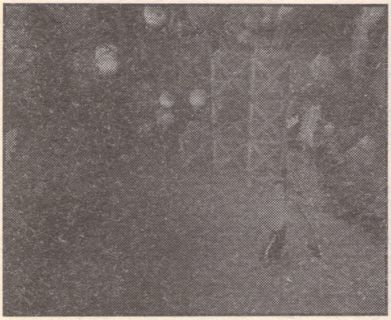
3. Jump as soon as the fly trap opens wide, and don't stop either.



4. DOH!

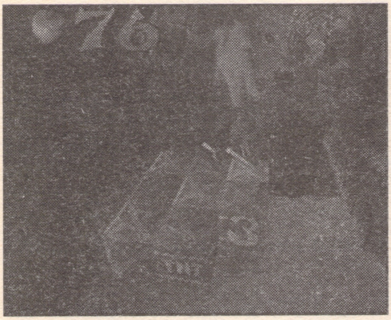
**Checkpoints: 2**
**Bonus Round: Tawna**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Yellow**

# Rolling Stones

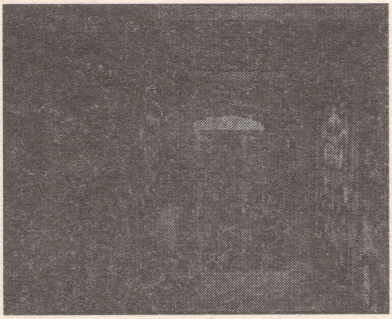


1. Crates full of wumba fruit are ahead. Be careful not to spin into the apples, though, otherwise you'll lose them.

2. The best thing to do in these situations is to watch the disc carefully a couple of times. Find the gap, then jump through.



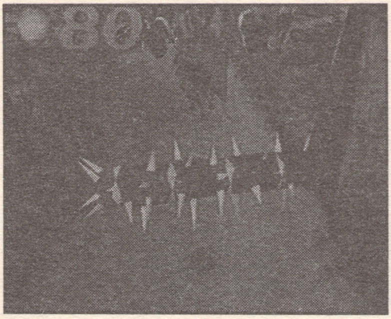
3. Be careful when jumping round 'TNT' crates, and for Pete's sake don't spin near one ("Thanks!" – Pete).



4. This circular platform moves from side to side. You can always tell which ones move, as they have less grass on them.

**Checkpoints: 3**
**Bonus Round: N. Brio**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Blue**

# Hog Wild



1. Jumping over these is obviously easy. Mind you, the whole level is easy if you follow the directions given earlier.

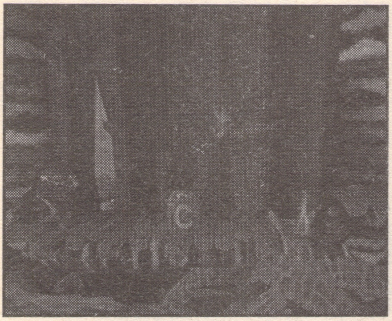
2. As you go past these spikes you can see a crate ahead. Is that an extra life I see?

3. These women with the big boards (and big hair for that matter!) can be a problem, but with the directions you should be ready for them.

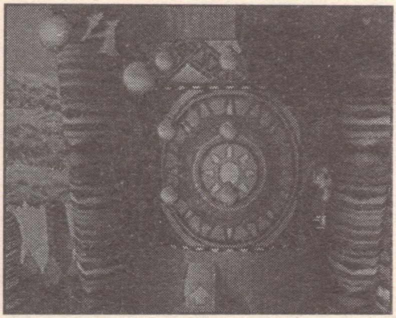
4. Pig on a spit ahead: best keep your head down.

**Checkpoints: 2**
**Bonus Round: None**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

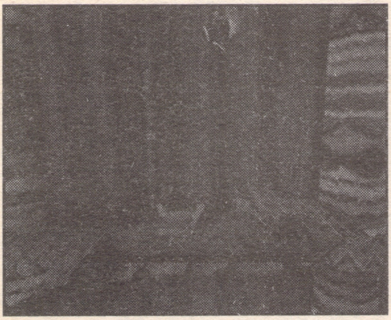
# Native Forest



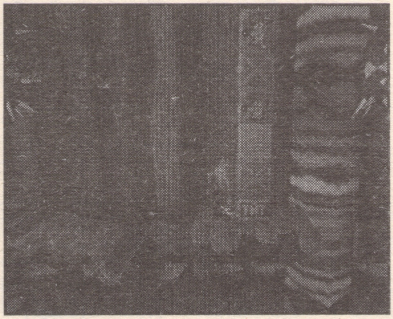
1. As Crash jumps over the fire he lands on the 'checkpoint' crate. Now jump or spin into the Venus Fly Trap.



2. By jumping on the 'Arrow' crates, not only does it take you to the top; you also get the chance to pick up some fruit along the way.

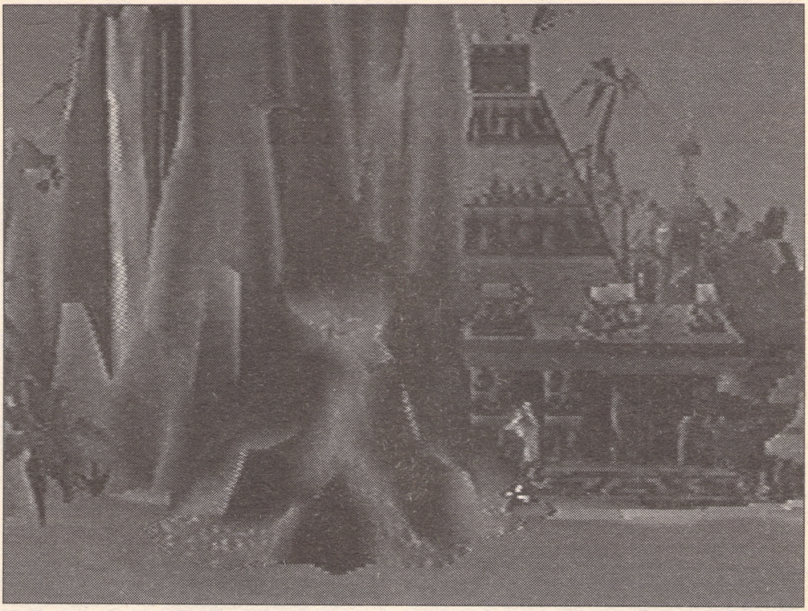


3. When the fires aren't burning, they act as a springboard. Pretty damn handy at times, believe me!



4. One of the trickier parts of the level, you need to spin into the box above the TNT. Now jump up and spin into the boxes above the steel crate to get the extra lives. Finally, get some distance from the explosion.

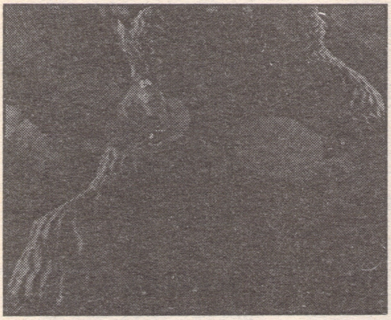
**Checkpoints: 5**
**Bonus Round: Tawna**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Red**



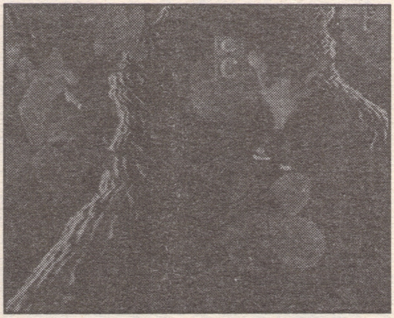
# Island 2

At this stage it's been easy, but the tough times are coming. This island features two of the hardest levels in the game: Lost City and Sunset Vista. Two more bosses reside on this difficult island; Ripper Roo and Koala Kong. With the levels and backgrounds set in the familiar style of Indiana Jones, you'll have the chance to acquire the first of six coloured gems, and the first of two Cortex Keys.

# Up the Creek



1. It's usually best to wait until the floating leaves are next to you before jumping.



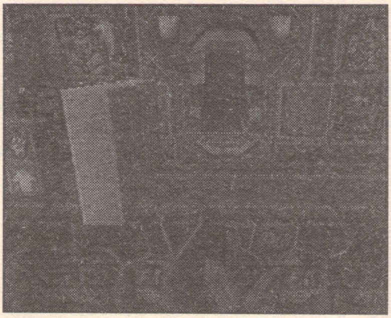
2. These leaves are likely to sink if you stand on them for too long, so speed it up.

3. Spin or jump over the monkey, it's up to you.

4. Run across these leaves without stopping, as Crash can't swim if he falls in.

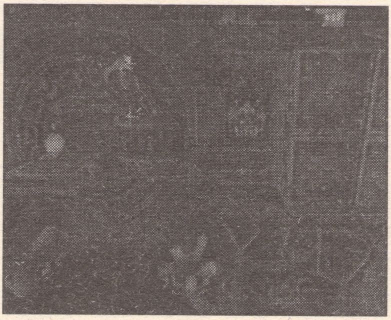
**Checkpoints: 2**
**Bonus Round: Tawna**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

# The Lost City

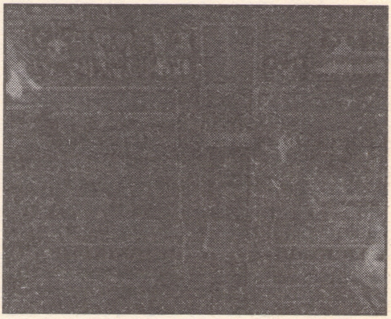


1. Don't destroy the 'Arrow' crate, otherwise you won't be able to get back over.

2. Is it a bird? Is it a plane? No, it's a giant hairy rat!



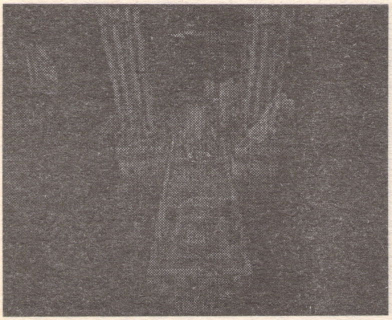
3. This is one of the first moving platforms in the game. Lucky for you it's damn simple.



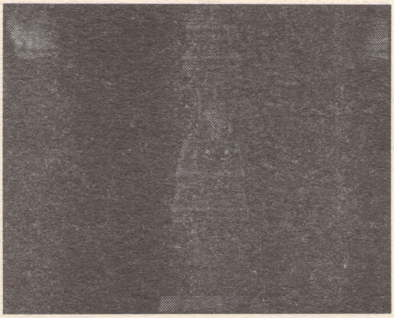
4. Once again, jump quickly as you begin your climb upwards.

**Checkpoints: 4**
**Bonus Round: Tawna, N. Brio**
**Gems Awarded For Perfect: Green**
**Gems Needed For Perfect: None**

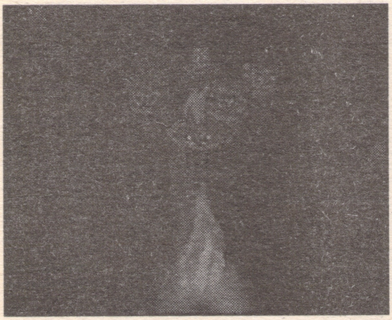
# Temple Ruins



1. Get past the spears, collect the mask, and then it's off to the platform on the left.



2. These platforms move up and down. Wait until you are above the next platform before jumping onto it.

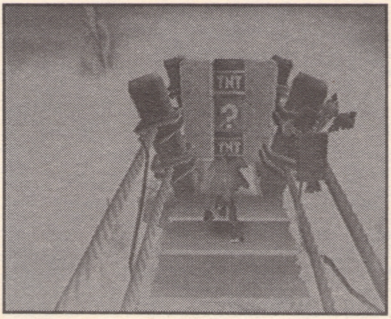


3. You just escaped that fire, now jump onto the moving round platforms, then onto the middle one.

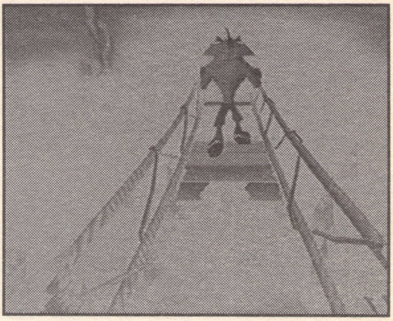
4. If you don't know, or can't see where to go, just follow the fruit.

**Checkpoints: 3**
**Bonus Round: None**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

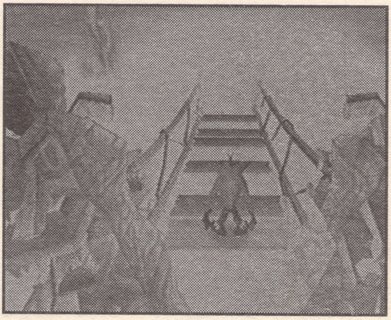
# Road to Nowhere



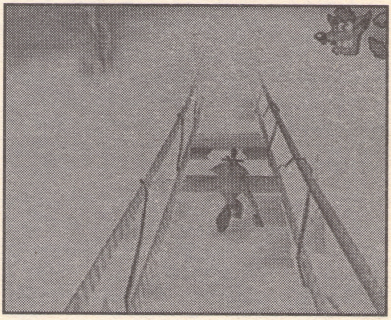
1. Destroy the '?' crate between the two 'TNT' crates. Then get away from there fast.



2. The lighter-coloured wooden planks are totally safe to stay on. However, the darker ones fall down from the bridge after brief contact from you. The reddish ones go straight down as soon as you land.



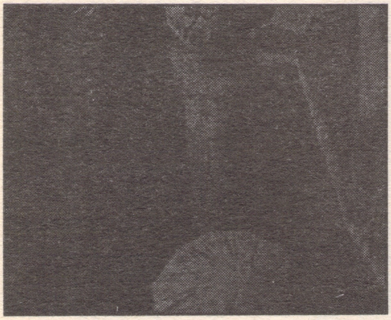
3. Judging the distances is essential for any success in the game. This is more so on this level, as you need to jump from one unsteady platform to the next without stopping. Yep, it sure is tough!



4. These planks are covered with slippery ice and snow, so jumping along them would be safer than walking.

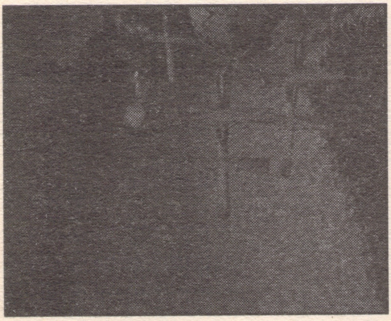
**Checkpoints: 4**
**Bonus Round: Tawna**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Red**

# Boulder Dash



1. Timing your jumps at this point is essential, otherwise you'll get squashed.

2. These ones are tricky, as they move from side-to-side. Best stay in the middle.



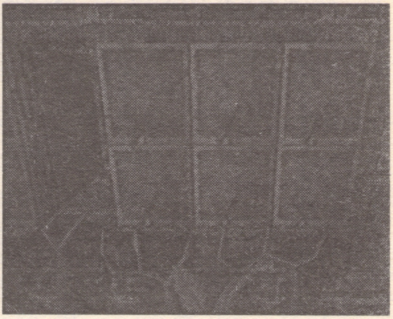
3. Take quick, short jumps over these fences to save time.

4. Collect the fruit whilst avoiding the wooden posts standing in your way.

**Checkpoints: 2**
**Bonus Round: None**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Pink**

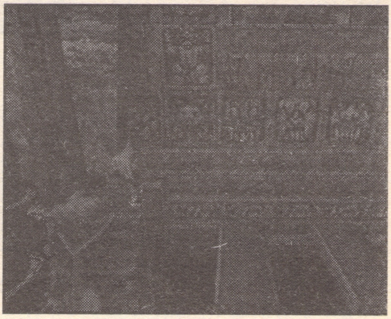
# Sunset Vista

1. These steps are very deceiving. Only the middle one stays where it is; the others go down when stepped on.



2. Just what you need, NOT! These moving walls retract into the back wall every few seconds. The best thing to do here is to move as close to them as possible, then get going when they retract.

3. It may seem simple at first, but watch out for that jumping lizard at the top of the screen.



4. The floor ahead can prove awkward at first. But all you need to do is jump onto the first part, then as that retracts, the next part comes out. So just jump from one to another. Easy when you know how.

**Checkpoints: 7**
**Bonus Round: Tawna/Cortex**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

# Island 3

The final level, and ever closer to the lovely Tawna, and Cortex of course! You'll find the rest of the coloured gems on this level, not to mention the last three bosses: Pinstripe Potoroo, Dr N Brio and of course the madman himself, Dr Neo Cortex. The second key is also found on this level, as well as the branch level allowing you access to the 'Perfect' ending. The two hardest stages in the game are on this level (not surprising really!): Jaws Of Darkness and Slippery Climb. Once this island is completed (which sounds easy, but you know it's not), get ready for trips back to the first two islands to get those 'Perfect' levels.

# Heavy Machinery

1. To the right is a moving ball. Wait until it comes down, then as it goes up jump under it to get past.

2. When the spiked ball has gone up, jump under it and over the next pipe.

3. Fortunately steam doesn't come out of these randomly, so wait until there's a gap.

4. These red platforms act like a springboard and send you soaring high into whatever may be above. This time it's wumba fruit.

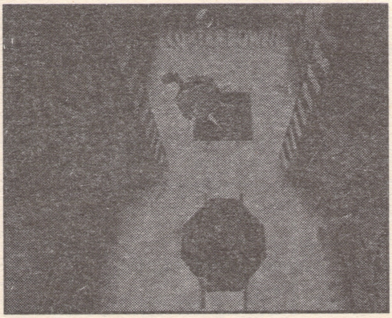
**Checkpoints: 1**
**Bonus Round: Tawna, N. Brio**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

# Cortex Power

1. Once again timing is crucial in your success. Energy bolts shoot out of these red and blue pipes, so look for a gap in their firing.

2. Occasionally you'll need to jump in between the pipes to get past – just don't jump into the electricity.

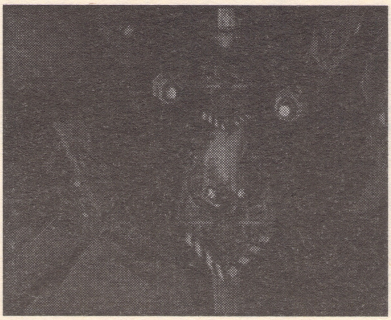
3. Looks like one of Pinstripe's henchmen. Hide here until he's finished firing, then get gradually closer in until you can kill him.



4. Jump off the moving platform so you miss the spiked ball landing on the steady platform. Jump straight off as it may fall into the green liquid.

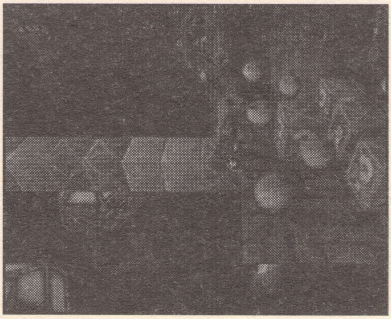
**Checkpoints: 2**
**Bonus Round: None**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Blue**

# Generator Room

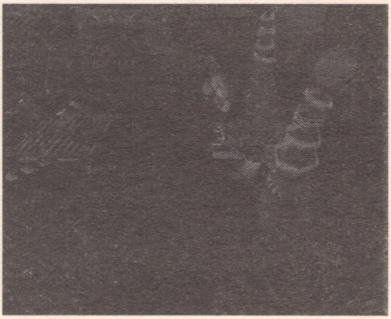


1. Wait 'till the metal balls have pasted each other at the top before jumping. Quickly jump off that platform.

2. Smack the '!' crate, then watch the bridge in the upper-right corner of the screen fill up with crates.



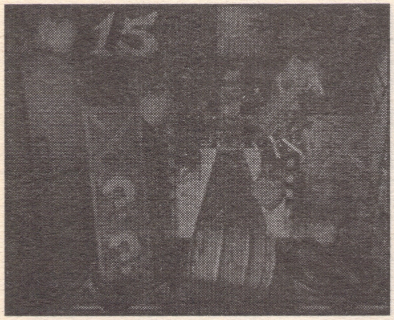
3. This large platform will fall if you are standing on it when it begins to shake, so be quick.



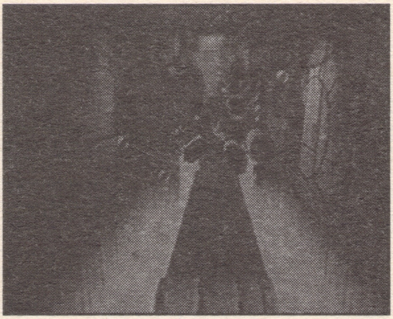
4. Whilst the platform you are on moves across the screen, you need to jump over the life-taking pipes.

**Checkpoints: 2**
**Bonus Round: Tawn**
**Gems Awarded For Perfect: Orange**
**Gems Needed For Perfect: None**

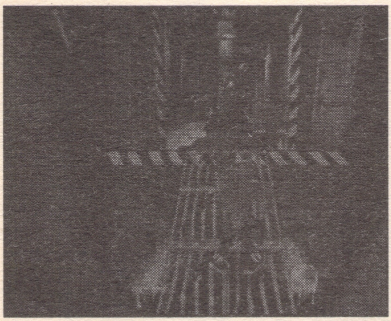
# Toxic Waste



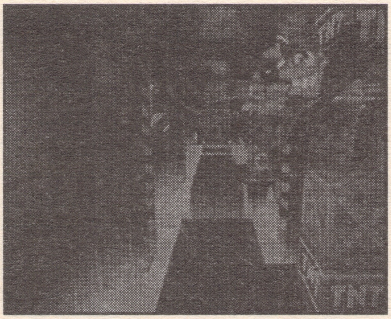
1. You'll come across platforms to the left and right occasionally on this level. They're especially helpful when there are bouncing barrels coming your way.



2. Wait until the bear has thrown a barrel, then jump over it and spin into him.



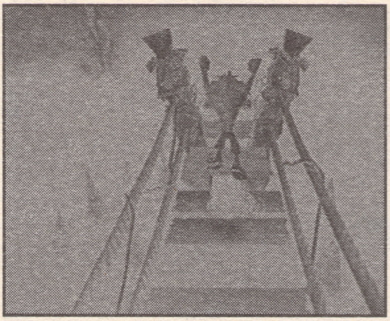
3. Judging distances isn't always easy, but you'd better get good real fast with that bouncing barrel approaching.



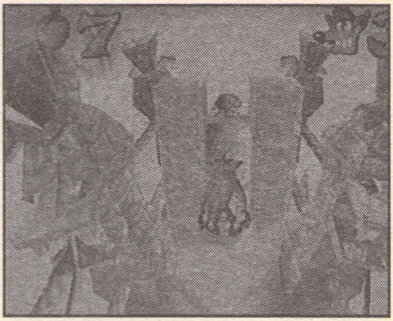
4. Yee-ha! An extra life is always welcome, just be careful of that dynamite.

**Checkpoints: 1**
**Bonus Round: None**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

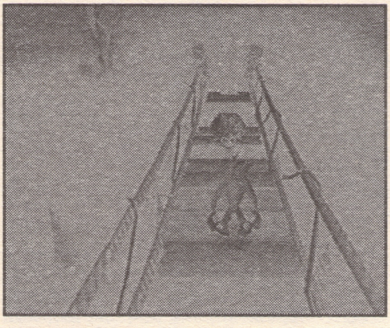
# The High Road



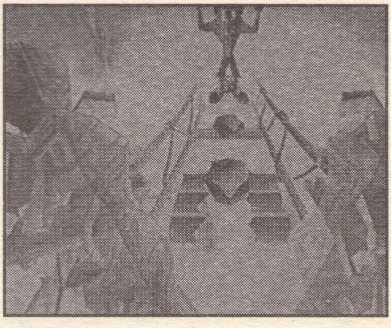
**1. The same as the Road To Nowhere level. Just time your jumps carefully.**



**2. Jump over the steel crates, then get that turtle!**



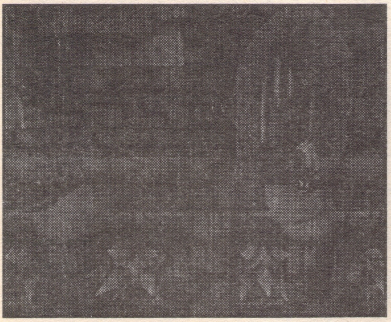
**3. You're going to need to jump onto the turtle, otherwise you won't get across the next gap.**



**4. Bouncy, bouncy, bouncy...**

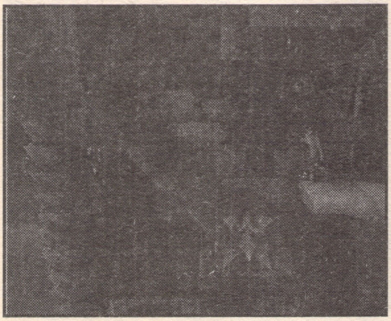
**Checkpoints: 4**
**Bonus Round: Tawna**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

# Slippery Climb

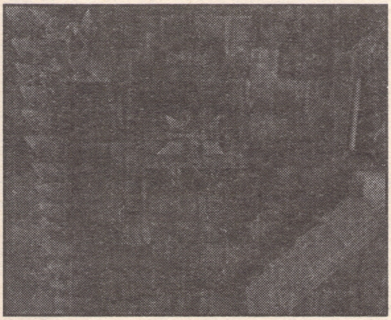


**1. Wait until these stone tablets go as far as they can towards the next one, otherwise it's curtains for you matey!**

**2. Those birds are useful after all. Take care not to jump on there wings or it could be fatal – for you!**



**3. Trust me when I say, "There are steps there." Unfortunately they turn into a slope after a few seconds, so you really need to be quick.**



**4. You need to time your jumping carefully here as the steps upwards come out of the walls, then go back in again. What do you expect on the hardest level in the game?**

**Checkpoints: 1**
**Bonus Round: N. Brio**
**Gems Awarded For Perfect: Red**
**Gems Needed For Perfect: None**

# Lights Out

1. The metal plate in front will drop down a second or two after you make contact with it, so be quick.

2. Although it doesn't drop down, this one does move forwards and backwards continuously. So wait until it starts moving towards you, then jump.

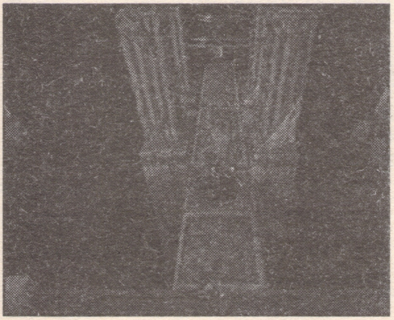
3. Wombats ahead: spin into the first to clear the path.

4. Like the stone circular discs, this razor-sharp blade moves from side to side. It's best to stand on the left or right to get the maximum amount of time before the blade comes back.

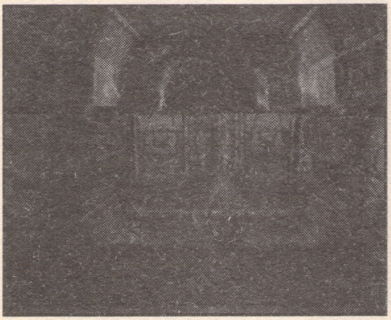
**Checkpoints: 2**
**Bonus Round: None**
**Gems Awarded For Perfect: Purple**
**Gems Needed For Perfect: Yellow**

# Jaws of Darkness

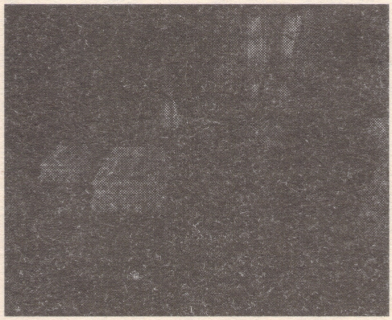
1. You'd better be good at jumping fast whilst turning. These circular stone platforms move round one centred platform, but they are only up for so long.



2. Spears come flying out of these stone walls, low and high, every few seconds. Wait until they've gone in then run past.



3. A dead end it's not. The wall in front goes in and comes out just as fast. As soon as you're past one it stops.



4. Spiders drop down from their web after a few seconds. Wait until one comes down then jump onto it and off again.

**Checkpoints: 2**
**Bonus Round: Tawna, Cortex**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: Blue**

# Castle Machinery

1. Time your jumps carefully: the last thing you need right now is to get burned alive by those red-hot pipes.

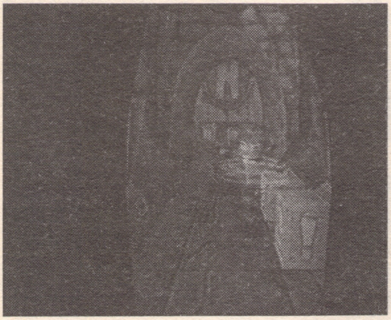
2. Don't waste any time on these platforms as they'll start to fall as you step on them.

3. Jump on top of the robot to get past these pipes. Otherwise you could get burned.

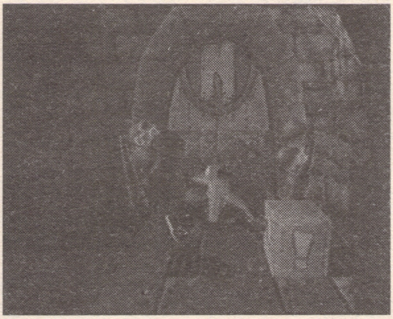
4. Jumping on these crates will reveal lots of goodies: wumba fruit on top and extra lives below.

**Checkpoints: 2**
**Bonus Round: None**
**Gems Awarded For Perfect: Clear**
**Gems Needed For Perfect: None**

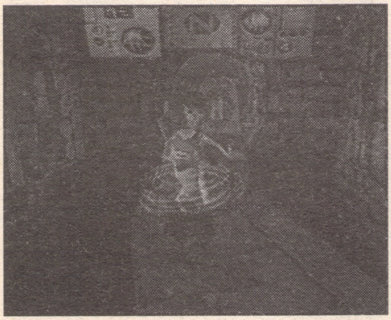
# The Lab



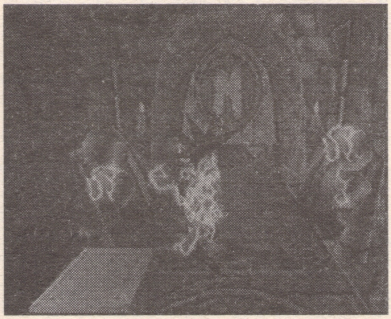
1. Smack the '!' crates to activate the doors and floor.



2. Eek! Now you've got to get through the door whilst avoiding the electricity.



3. When faced with the doctor's goons, wait until they've used a little bit of electricity in their hands before spinning into them, otherwise you'll get a shock.



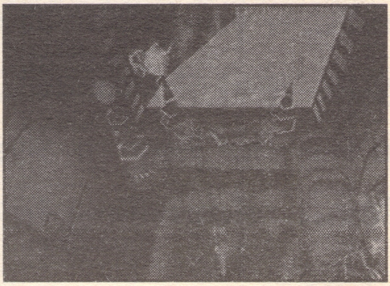
4. Ouch! That's got to hurt.

**Checkpoints: 1**
**Bonus Round: Tawna**
**Gems Awarded For Perfect: Yellow**
**Gems Needed For Perfect: None**

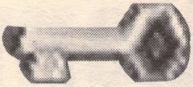
# Gem Levels

**Gems Needed To Achieve 'Perfect' Levels:**

| | |
|---|---|
| **Green** | **Jungle Rollers, Castle Machinery** |
| **Orange** | **Upstream** |
| **Blue** | **Rolling Stones, Cortex Power, Jaws Of Darkness** |
| **Red** | **Native Fortress, Road To Nowhere** |
| **Purple** | **Boulder Dash** |
| **Yellow** | **The Great Gate, Lights Out** |

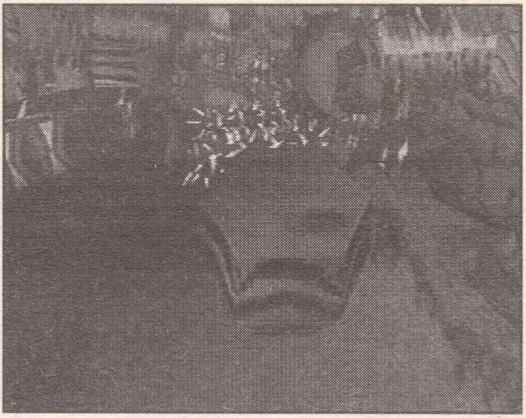


# Keys



There are just two keys, which reveal the locations of the hidden levels. These are found by beating both the Cortex bonus rounds. The first Cortex bonus round is in Sunset Vista on Island 2. Complete it and you'll have access the hidden level, 'Whole Hog'. The key is then shown on Boulder, and not Sunset Vista. This is because Boulder is the level connected to Whole Hog. Island 3 is where you'll find the second key. If you beat Jaws Of Darkness, you'll earn the key to the second hidden level, 'Fumbling In The Dark'.

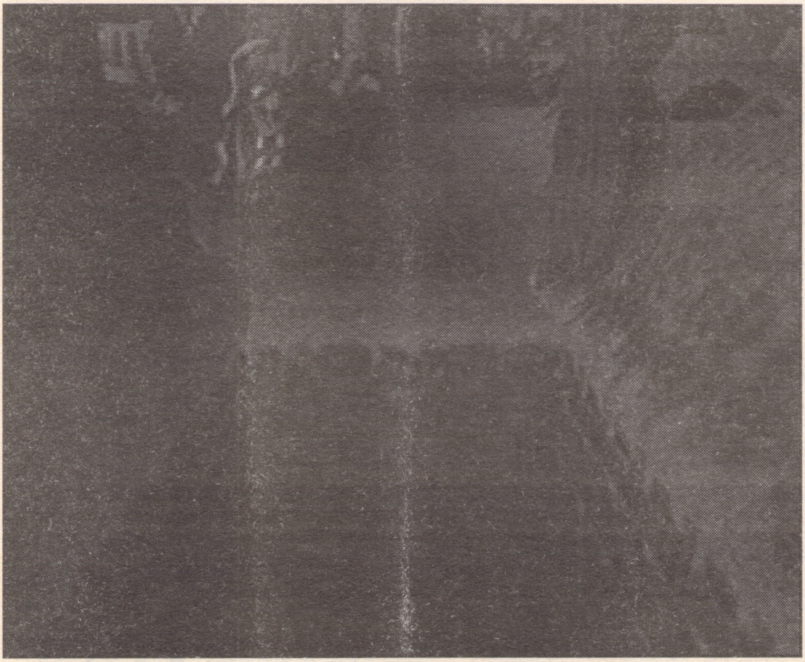
# The Pig is Back Again



**Once again it's time for Crash to go gallivanting around with a wild animal between his legs (I beg your pardon!). However it's a little different this time around. You need to jump off of the tom toms to get that extra bit of distance, but otherwise the route to take is easy, simple in fact: Left, Under, Under, Left, Over, Left, Right, Jump on Tom Tom and Over Woman, Under, Right.**

# Hidden Levels

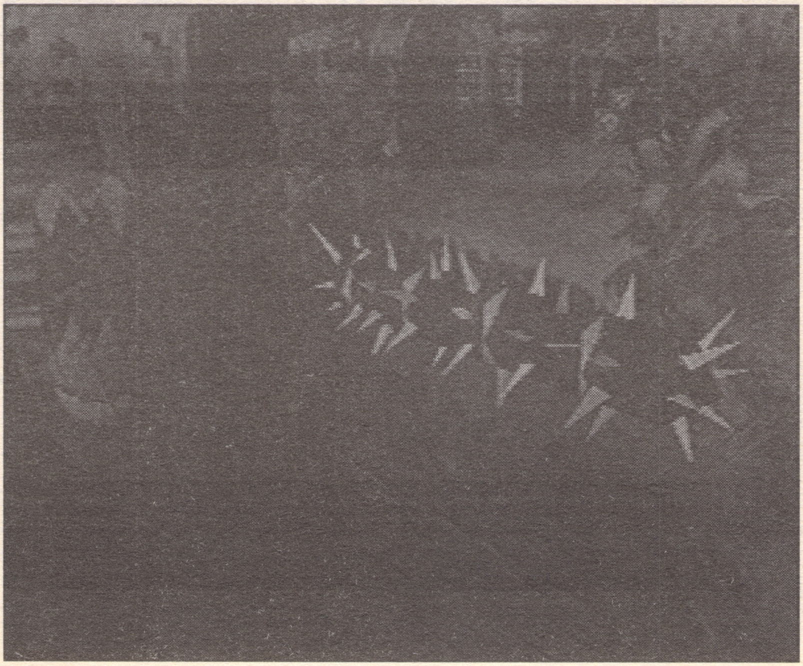
## Whole Hog



1. As you can see, these gaps are getting bigger!

2. Make sure you smash every crate you pass: you never know what you may come across.

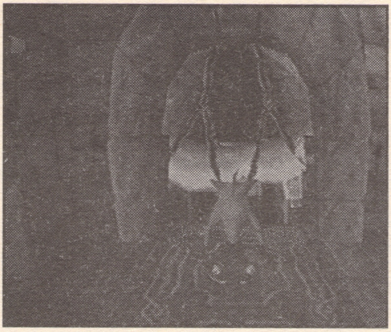
3. Looks like Crash made it under that pig on a spit. Yummy, bacon!



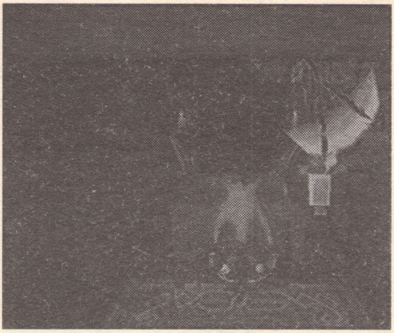
4. Now, there's a bloody spike after that gap. Whatever next?

# Fumbling in the Dark

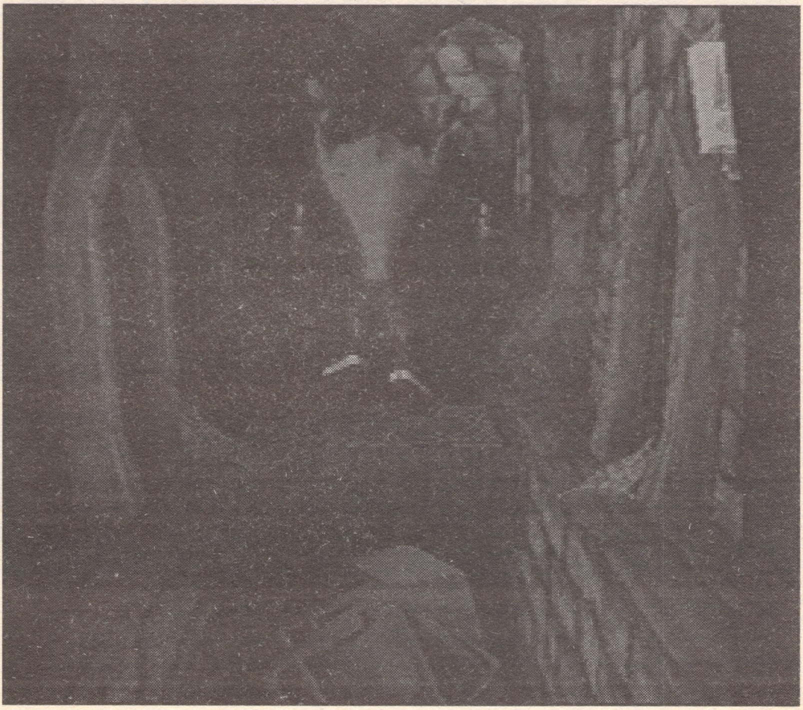
1. The light-coloured platforms fall down after a couple of seconds. Wait until the orange moving platform gets close enough for you to jump straight onto.



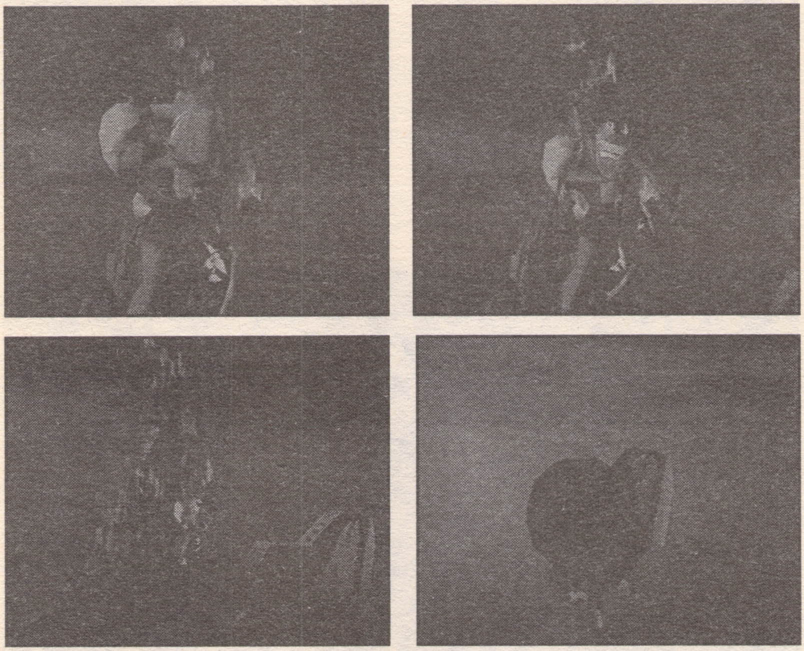
2. Swinging blades. Wait until they've pasted each other before jumping.



4. Hanging spiders will fall down from the ceiling. Jump on top of them to get to the next platform/path.



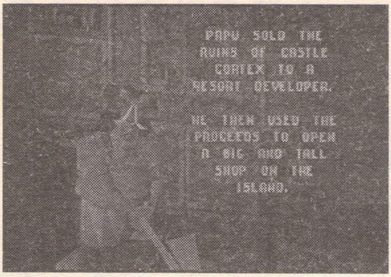
# Normal Ending



**The game ending is decided by the path you follow on the 'The Grand Hallway' level. Ahead is the transporter to take you onto Dr Neo Cortex. However, another path is revealed when all gems have been found from previous levels. If you follow the blue gems, you'll end the game there by finding the lovely Tawna.**

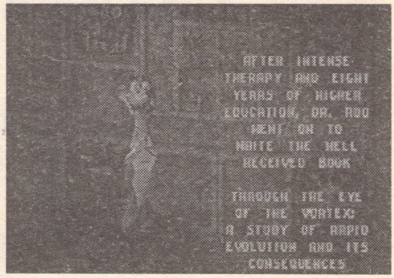
**This will be the standard ending for most people, as completing the game without losing any lives on any level is unlikely to happen first time round. You've just destroyed the evil, and quite mad Dr Neo Cortex. You escape with Tawna on Cortex's airship, and the game ends. For now...**

# Special Ending



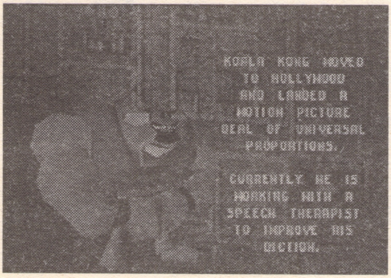
PAPU SOLD THE
RUINS OF CASTLE
CORTEX TO A
RESORT DEVELOPER.

HE THEN USED THE
PROCEEDS TO OPEN
A BIG AND TALL
SHOP ON THE
ISLAND.



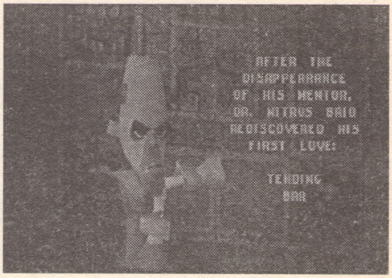
AFTER INTENSE
THERAPY AND EIGHT
YEARS OF HIGHER
EDUCATION, DR. ROO
WENT ON TO
WRITE THE WELL
RECEIVED BOOK

THROUGH THE EYE
OF THE VORTEX:
A STUDY OF RAPID
EVOLUTION AND ITS
CONSEQUENCES



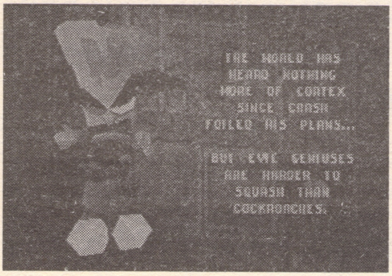
KOALA KONG MOVED
TO HOLLYWOOD
AND LANDED A
MOTION PICTURE
DEAL OF UNIVERSAL
PROPORTIONS.

CURRENTLY HE IS
WORKING WITH A
SPEECH THERAPIST
TO IMPROVE HIS
DICTION.



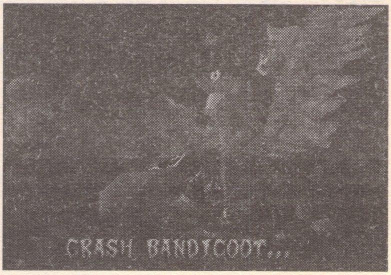
AFTER THE
DISAPPEARANCE
OF HIS MENTOR,
DR. NITRUS BRIO
REDISCOVERED HIS
FIRST LOVE:

TENDING
BAR



THE WORLD HAS
HEARD NOTHING
MORE OF CORTEX
SINCE CRASH
FOILED HIS PLANS...

BUT EVIL GENIUSES
ARE HARDER TO
SQUASH THAN
COCKROACHES.

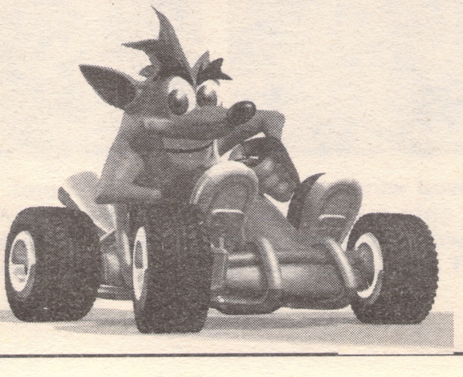


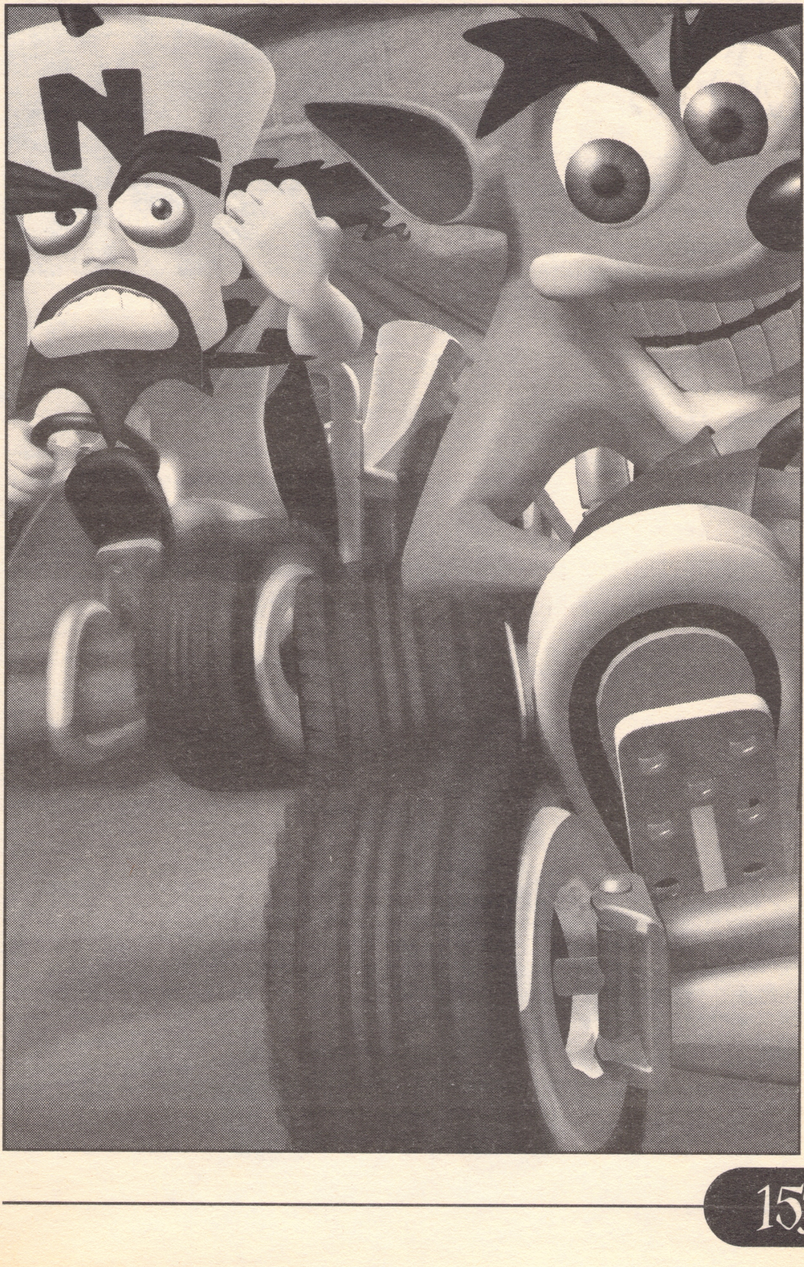
CRASH BANDICOOT...

**This is achieved when all gems have been found. Instead of Crash going onto a showdown with Cortex, he finds the beautiful Tawna (well, beautiful to a bandicoot) and the two of you fly off into the sunset on a giant bird. Aw!**

# Crash Team Racing

Seeing as the main bulk of *Crash Team Racing* takes place in the Adventure mode, we have compiled this set of handy hints to help you take the chequered flag every time. We have also included a full description of all of the various secrets and extras you can unlock. So without further ado, buckle-up and wait for starter's orders!





# WACKY RACERS

There are eight selectable characters when you start playing *CTR*. Here is a bit of information on each one to help you decide which one is best for you.

**CRASH BANDICOOT**

Top Speed: ★★★
Acceleration: ★★★
Handling: ★★★

**DR NEO CORTEX**

Top Speed: ★★★
Acceleration: ★★★
Handling: ★★★

**TINY TIGER**

Top Speed: ★★★★
Acceleration: ★★
Handling: ★

**COCO BANDICOOT**

Top Speed: ★★★
Acceleration: ★★★★
Handling: ★★

**N. GIN**

Top Speed: ★★★
Acceleration: ★★★★
Handling: ★★

**DINGODILE**

Top Speed: ★★★★
Acceleration: ★★
Handling: ★

**POLAR**

Top Speed: ★★
Acceleration: ★★★
Handling: ★★★★

**PURA**

Top Speed: ★★
Acceleration: ★★★
Handling: ★★★★

# EXTRA CHARACTERS

There are several extra characters waiting to be unlocked in the game. Here's a complete list of who they are and, more importantly, how to get them.

### RIPPER ROO

Win the Red Gem Cup in Adventure mode.

### PAPU PAPU

Win the Green Gem Cup in Adventure mode.

### KOMODO JOE

Win the Blue Gem Cup in Adventure mode.

### PINSTRIPE

Win the Yellow Gem Cup in Adventure mode.

### FAKE CRASH

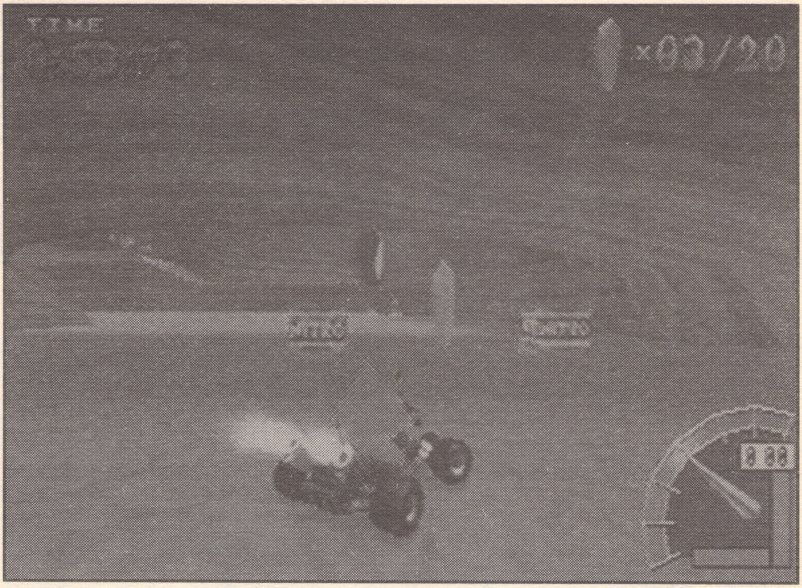
Win the Purple Gem Cup in Adventure.

### N TROPHY

Successfully complete the Roo's Tubes level in the 'Time Trial' mode.

### NITROS OXIDE

Get a time lower than N Trophy's best in the 'Time Trial' mode to unlock Nitros Oxide's track ghost. Then defeat the ghost on each time trial race to unlock Nitros Oxide as a playable character.



## TROPHIES

Whenever you first enter a level in the Adventure mode, you will be competing against the other characters for a Trophy. Basically, you have to come first in order to win the Trophy, so use whatever weapons you can, and fancy driving skills to fend off the opposition and take that chequered flag. When you have collected all of the trophies from all of the levels in that particular world, you can race against the boss character.

## CTR CHALLENGE

When you have won the trophy from a particular level, you can enter it again to attempt two extra tasks. One is the 'Relic Race', which we'll come to in a minute, but the other is the 'CTR Challenge'. In this race you are competing for a coloured token, and to get it you must race against the opposing drivers and collect the three letters that are scattered through the course. The letters are 'C', 'T' and 'R' – they may be hidden, or they may require some skilled driving to get to. Either way, if you are to win the token, you must collect all three letters and come first in the race. If you collect all of the letters but don't win the race, you won't get the token.

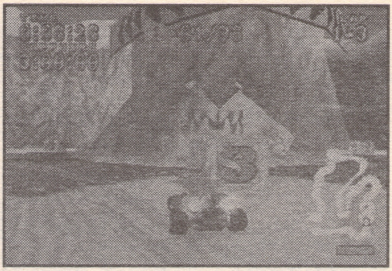
There are four different coloured tokens to collect in each world, but there is also a special bonus token that you can only win by first obtaining enough trophies to unlock the level. These are the purple tokens, and you win them by entering the special levels situated in each of the worlds once you have won all of the trophies. To get the purple tokens, you have to collect 20 crystals within the special level before the time limit runs out.

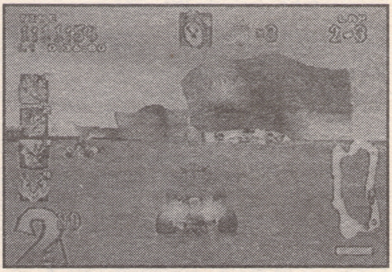
CTR TOKEN AWARDED

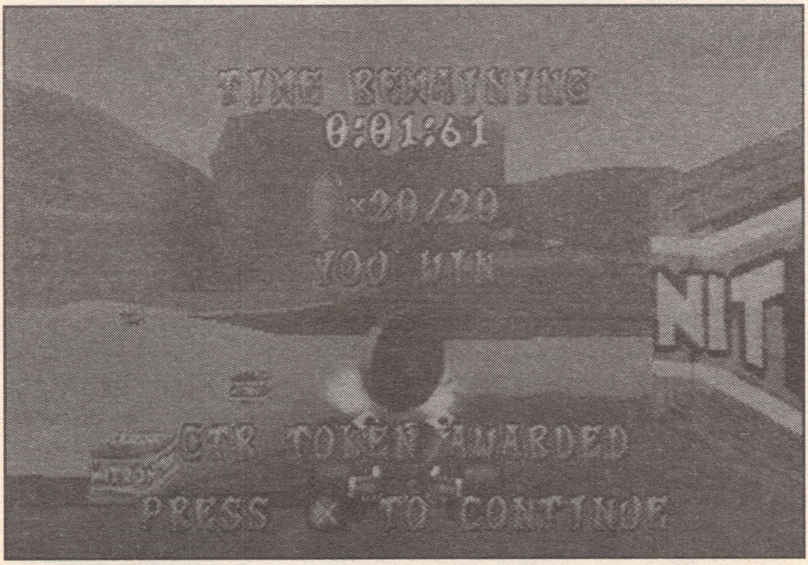
## RELIC RACE

This is the other race you can participate in once you have won a trophy on any level. The aim here is to complete three laps of the circuit in as little time as possible. Thankfully, there are numerous time boxes scattered around that feature the numbers 'This is the other race you can participate in once you have won a trophy on any level. The aim here is to complete three laps of the circuit in as little time as possible.

Thankfully, there are numerous time boxes scattered around that feature the numbers '1', '2' and '3'. When you pick up these boxes, the timer will stop for however many seconds the number on the box says. If you complete the level in a good time, you will be awarded a Relic of which there are three different types: Sapphire, Gold, and Platinum – you will be awarded one depending on how quickly you complete the level.







## CTR TREASURES

Here is a list of the various levels in *CTR*, and the treasures they contain. You will have to win them all if you are to complete the game properly.

One Trophy
One Relic
Yellow Token

One Trophy
One Relic
Green Token

One Trophy
One Relic
Blue Token

One Trophy
One Relic
Red Token

### BONUS LEVEL SKULL ROCK

Purple Token

One Trophy
One Relic
Yellow Token

One Trophy
One Relic
Blue Token

One Trophy
One Relic
Red Token

One Trophy
One Relic
Green Token

### BONUS LEVEL RAMPAGE RUINS

Purple Token

One Trophy
One Relic
Blue Token

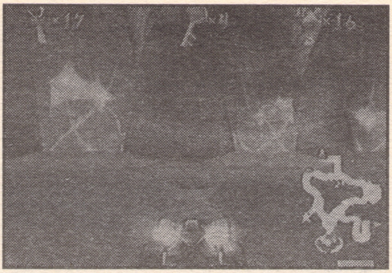
One Trophy
One Relic
Red Token

One Trophy
One Relic
Green Token

One Trophy
One Relic
Yellow Token

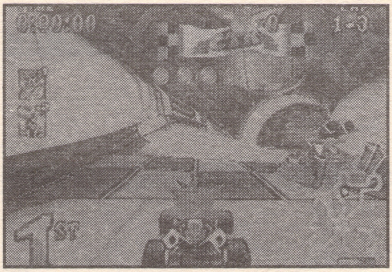
### BONUS LEVEL ROCKY ROAD

Purple Token



One Trophy
One Relic
Yellow Token

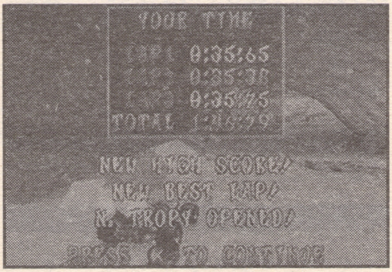
One Trophy
One Relic
Green Token



One Trophy
One Relic
Blue Token

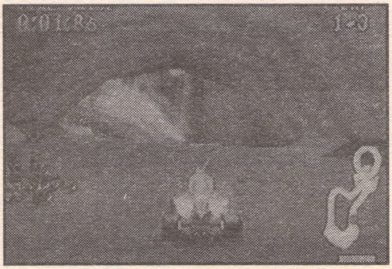
One Trophy
One Relic
Yellow Token

### BONUS LEVEL NITRO COURT



(NEED FOUR PURPLE TOKENS)
Purple Gem

- To win the purple gem, you must race over four circuits. After each circuit, you will be awarded points depending on which position you finished. The driver with the most points after the four races will win.



(NEED FOUR YELLOW TOKENS)
Yellow Gem

- To win the yellow gem, you must race over four circuits. After each circuit, you will be awarded points depending on which position you finished. The driver with the most points after the four races will win.

**(NEED FOUR BLUE TOKENS)**

Blue Gem

- To win the blue gem, you must race over four circuits. After each circuit, you will be awarded points depending on which position you finished. The driver with the most points after the four races will win.

**(NEED FOUR GREEN TOKENS)**

Green Gem

- To win the green gem, you must race over four circuits. After each circuit, you will be awarded points depending on which position you finished. The driver with the most points after the four races will win.

**(NEED FOUR RED TOKENS)**

Red Gem

- To win the red gem, you must race over four circuits. After each circuit, you will be awarded points depending on which position you finished. The driver with the most points after the four races will win.

**(NEED TEN RELICS TO OPEN)**

One Relic

**(NEED FIVE GEMS TO OPEN)**

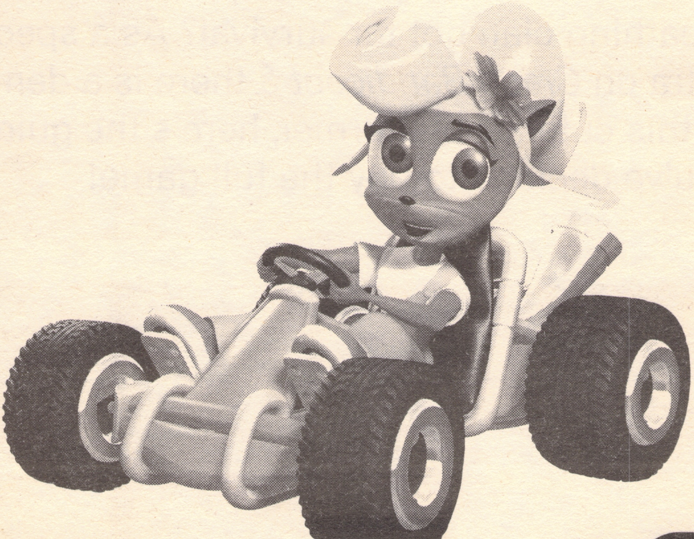
One Relic

## CTR EXTRAS

There are loads of secrets hidden away in *CTR*, and only the most skilled drivers will unlock them. Here's what you can look forward to…

## EXTRA BATTLE ARENAS

In the 'Arcade' mode, successfully complete the four different cup competitions on all three difficulty levels. Doing this will unlock four new arenas for the multiplayer 'Battle' mode.



# Spyro The Dragon

When the entire population of the dragon kingdom has been kidnapped and incarcerated in ice, what hope have the fire-breathing clan got for survival? As a special extra on *Crash Bandicoot 3* there is a demo of this cute 3D platformer, here's the guide if you've decided to buy the full game!

# Tips

Invaluable advice and tips on how to survive in the crazy world of Spyro the dragon...

## Dragon Eggs

As if having your clan incarcerated in ice wasn't enough, some dastardly thieves have made off with a stash of dragon eggs. They have taken shelter on certain levels (which ones will be revealed in this guide), so when you spot them, give chase until you get close enough to ram them or torch them with your fire. If you've having difficulty keeping up, tap the jump button as you run, to gain a little extra pace.

## Fire Or Force

Spyro's two main attacking abilities are charging at his opponents or flaming them. However, different enemies are killed in different ways so you'll need to learn their attacks and spot any clues as to how they die (flame-repellent armour for instance) before attempting to take them out.

## A Bug's Life

Spyro's energy is controlled by a dragonfly that is constantly buzzing around his head. If Spyro gets hit, the dragonfly will change colour, and will do so several times before it vanishes altogether and Spyro is left vulnerable to only one more hit. The dragonfly starts off gold, then goes blue, then green before vanishing, so spot the colour and help him out if need be. To recharge the dragonfly, you will need to kill the harmless animals that inhabit each level. Once done, they will release butterflies that the dragon-fly will chase and eat before coming back gleaming with health.

## Speed Ramps

On certain levels, Spyro will encounter speed ramps. These are essentially hills with arrows on that will speed Spyro up to immense velocities if he runs down them. They can be used for two things: firstly to ram into the metal caskets that are hard to break, and also for huge run-ups in order to take off and sour through the skies to distant platforms. The trick to using them is to run at full pelt, then as you take off (preferably at the highest point) hit the jump button to surge higher into the air. For the really distant platforms, use the ramps to get as high as you can, then go into a glide and simply swoop gradually down. Easy when you get the hang of it.

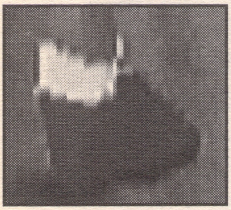
## Grab All You Can

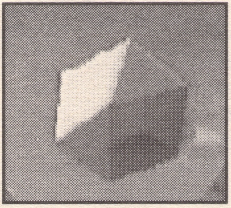
The treasure in Spyro is both straightforward and devilishly hard to find. Some of it will be lying around in the open; other stuff will be hidden on high platforms or contained in various caskets. So search high and low and you should find it all eventually. Remember also that every enemy needs to be killed to grab it all, so it is best to ensure that every ounce of treasure has been collected before exiting the levels. This way you'll know that every enemy has been defeated because they don't rejuvenate until you either die or return after exiting. So as soon as you arrive in a new world, find all of the treasure before entering into the sub-levels.

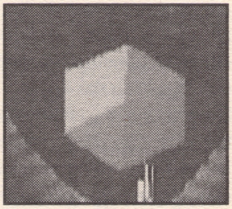
# Objects

There are loads of things to look out for in the game, here is a summary of what's what...

| | |
|---|---|
| **Red Gems** | **1 treasure** |
| **Green Gems** | **2 treasure** |
| **Blue Gems** | **5 treasure** |
| **Yellow Gems** | **10 treasure** |
| **Purple Gems** | **25 treasure** |







## Crystal Dragons

Walk into these to free the dragons and gain advice. Each level houses a different amount of crystallised dragons...

## Lock and Keys

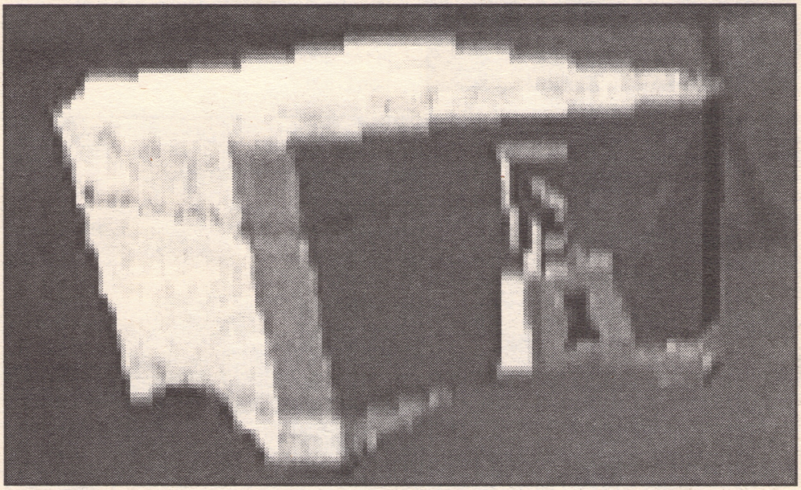
On some levels you'll find a box that will need a key to unlock it. The keys can be found elsewhere on the level, usually in the most difficult to reach places.

## Dragon Eggs

Some levels have one, some two, and others none. There are 12 to find in the game, all listed.

## Sealed Caskets

Most levels contain these sealed caskets that cannot be smashed by charging into them or with standard fire. They can be smashed by either using a speed ramp to gather enough speed to ram them, or by the enhanced love fire, or by firing cannons or fireworks at them.



# World 1

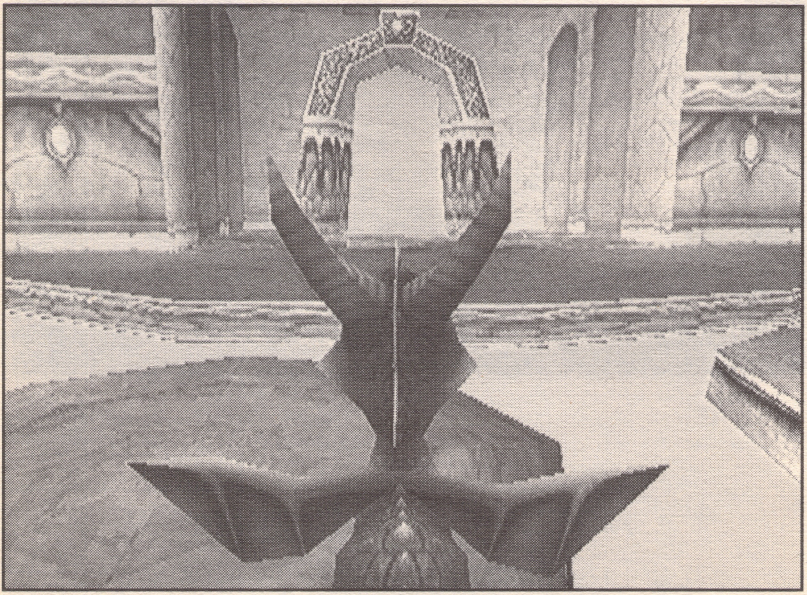
## artisans

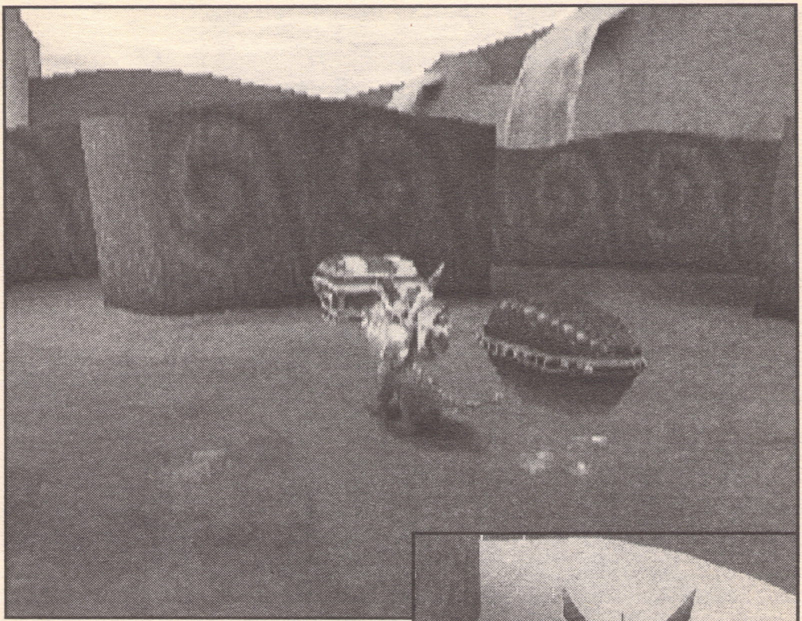
**total treasure: 100**

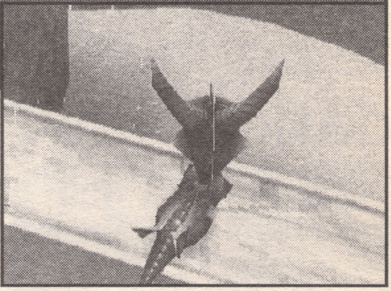
**keys: 0** **eggs: 0**

**dragons to rescue: 4**

The home of the Artisans, this is a world full of green meadows, lush valleys, waterfalls, beaches and cliff-tops. From the top of the hills, you can see right over to the other side of the world, and way out to sea. If you explore the beaches, you may stumble across hidden caves full of treasure. Make sure you don't go for a dip in the drink though – dragons and water don't mix!







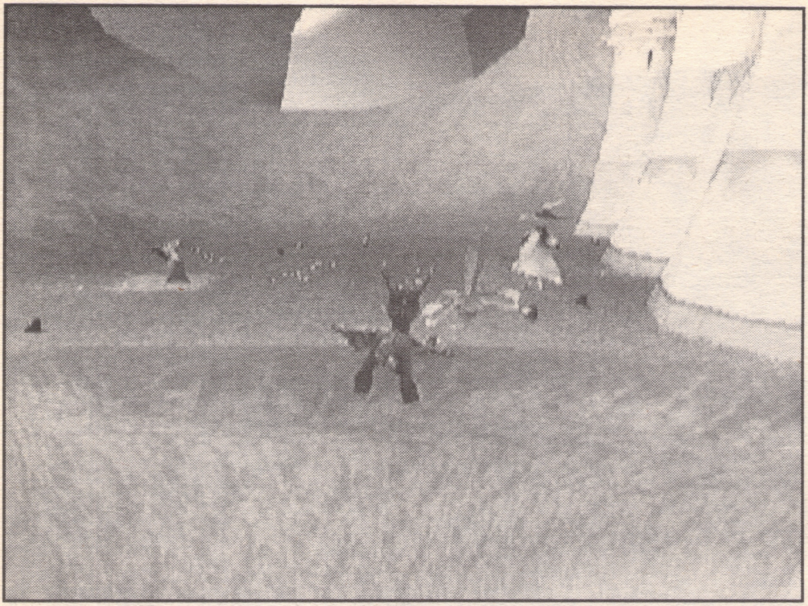
# stone hill

**total treasure: 200**

**keys: 1 eggs: 1**

**dragons to rescue: 4**

Most of the treasure on this level is fairly straightforward to find. However, the cleverer players will no doubt drop down the well in the centre of the level and find a locked casket, but the key to this casket is slightly harder to find. When you go through the passage leading to the exit point, jump over the wall behind and drop down to the beach. Then walk around the corner to enter a hidden beach cave, and inside you'll find the key and a few extra bits of treasure. To find the dragon egg, you must go through one of the passages to find and then go up through the tower on the other side. Once at the top, glide down to the surrounding meadows and chase the thief. There is also treasure to be found here.



# dark hollow

**total treasure: 100**

**keys: 1 eggs: 0**

**dragons to rescue: 3**

This level is one of the easier ones. There are no really hard problems to face, other than not to miss the secret passage leading down to the catacombs. This area is guarded by huge ogres that can only be flamed from behind, so wait until they turn around and start walking away before you attack. In the underground cave, you'll find the key needed to unlock the casket near the starting point, and also another incarcerated dragon and hidden treasure.

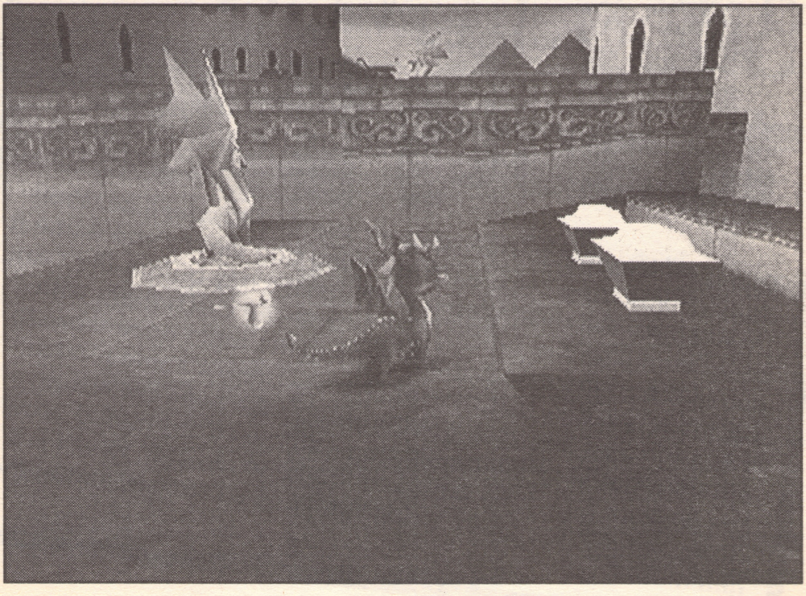
# town square

**total treasure: 200**

**keys: 0 eggs: 1**

**dragons to rescue: 4**

Another easy level. Simply work your way through by ascending the steps and then gliding over any baron areas. Most of the treasure is easily collected, but there is a fairly tricky point later on. Basically, when you go up the pink staircase and collect all of the treasure at the top (the exit is located here also) go back to the top of the steps and hop onto the green ledge. Now jump off of the steps towards the fountain and then swing around to the right, hugging the wall as you go – you should then land on a new grassy ledge, right in front of the egg thief. Chase him and collect all of the treasure as you go, then collect the last of the dragons and leave.



# BOSS LEVEL!

## Toasty

**total treasure: 100**

**dragons to rescue:1**

**Nevin**

This level is populated by sinister shepherds who'll set their dogs on you. Approach each sleeping dog slowly and flame it from a safe distance, then quickly dash away before they can squat you (if you're quick enough, you can catch them with two successive flame bursts). Now flame them once more to kill them and take out the shepherds. There's some hidden treasure to be found by going through the window in the archway, but the rest should be straightforward to find. Now concentrate on killing old pumpkin-head himself, which is a cinch. Just kill the guard's dog first, trot up to him, and bathe him in fire.

# BOSS LEVEL!

## Sunny flight

**total treasure: 200**

**o access this level, you will have to first jump on all of the circular stones in the lake. When you have done this, they will all flash yellow and the scenery in the background will fall to reveal the level's gate. When you start the level, swoop straight down into the cave and collect all of the caskets. Then fly back out and go left to fly through the series of arches. Stop with the arches when you reach the planes and concentrate on flaming all of those before proceeding with the arches. Finally, swoop down to the train track and take out the barrels to complete the level.**

# World 2

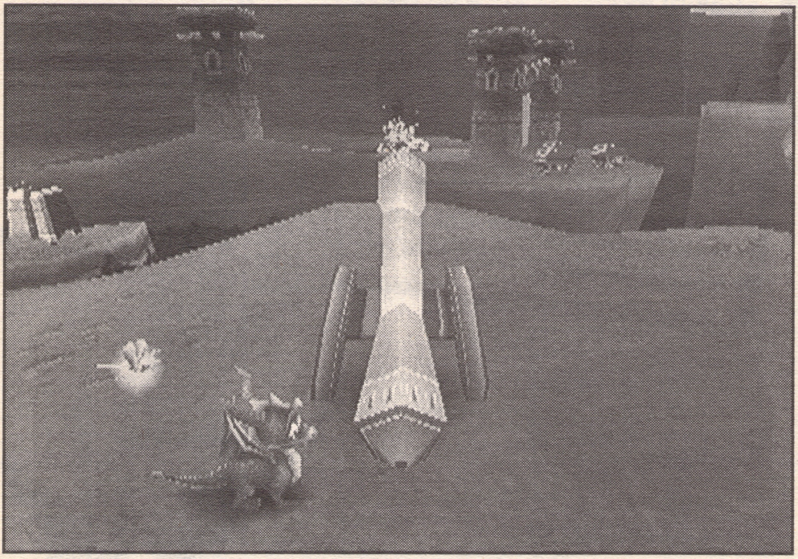
## peace keepers

**total treasure: 200**

**keys: 1 eggs: 1**

**dragons to rescue: 3**

Charge around and collect all of the visible treasure. The whole area is patrolled by soldiers that need killing, so get on their case. Some will dive for cover underneath the tents – no matter, simply torch the tents, then torch them as they flash their arses at you! The problematic treasure can



be found in the way of unbreakable caskets. For these, simply use the cannons by pushing the barrels around until they are aligned with the target, then torch the fuses to fire them. Also, you will notice that one of the rock formations has a target on it, so use the nearby cannon to blast this away to form a platform to get over to the other side of the canyon. Once over, go right to chase the egg thief. Once done, go back to the arch-like rock and use this as a means to glide down to the cave in the distance: inside you'll find more treasure and a locked casket.

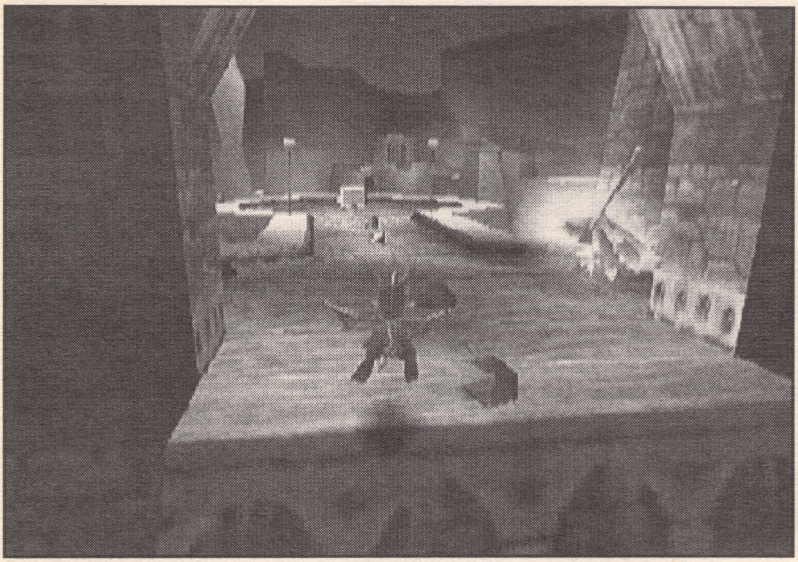
# dry canyon

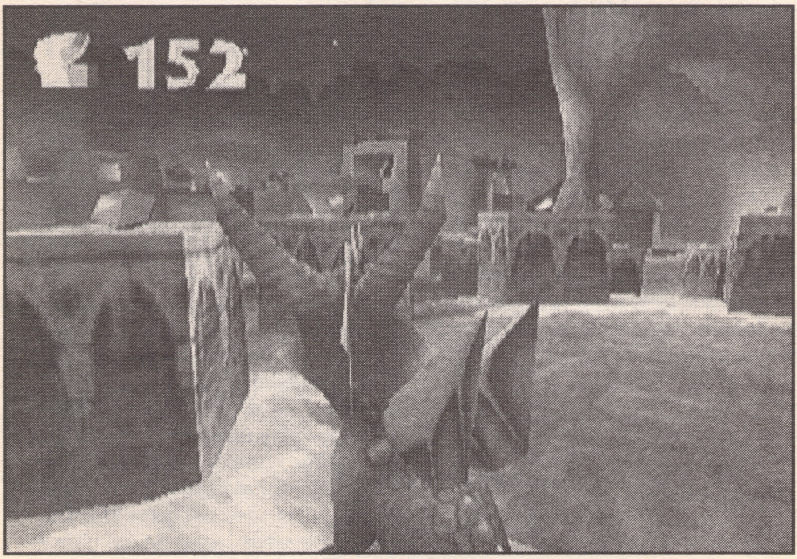
**total treasure: 400**

**keys: 1 eggs: 1**

**dragons to rescue: 4**

When you start, pick up the lashings of treasure and then walk through the crack in the wall to the left to find the egg thief and more treasure. Then proceed as normal and kill all the shooters en route. When you have rescued Boris, glide down to the ledge in the distance and walk up into the tower. Inside you will see a ledge leading out to some red gems. Hug the wall on the left and jump out and glide left.





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Keep hugging the wall as you swing around and you will land on a new ledge with a walkway leading up to another dragon and the key. When you've got them, glide down to the tower with the exit in and collect more treasure. Leave via the walkway and proceed back to the point where you met the first dragon. Beyond him you can jump to a new ledge and drop down some steps. Here you'll find plenty of new treasure, so scale the platforms to the tower, jump over to the higher set of ledges to the right, and then glide over to the distant ledge in the background. Here you will find the locked casket.

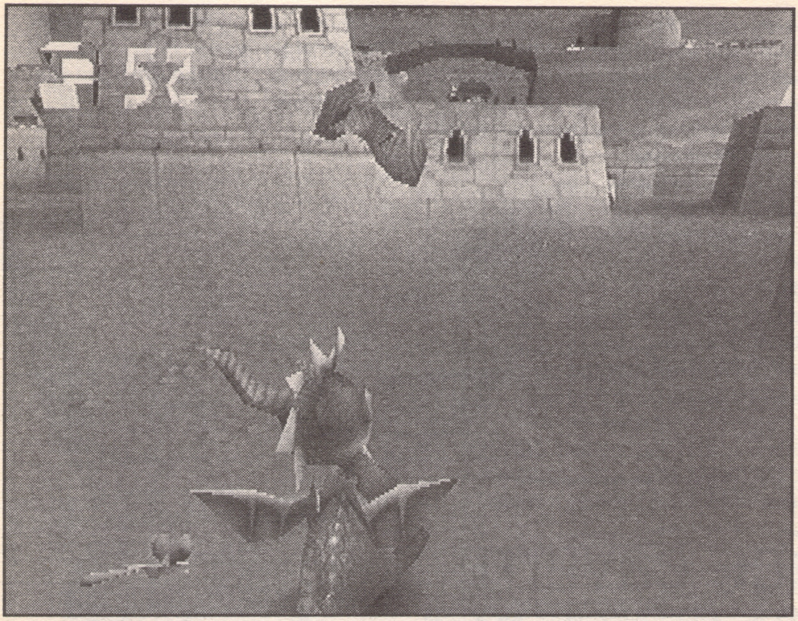
# ice cavern

**total treasure: 400**

**keys: 1 eggs: 0**

**dragons to rescue: 5**

Collect all the gems from around the starting point and then proceed full steam ahead. When you come to the cavern, jump on the ledges and then glide out to the area where the locked casket is located. From here you should be able to see a distant platform which has a key on it, so gently drift down and pick it up. Now then take it back to the locked casket to unlock it. Some of gems on this level need to be collected by ramming into the lamps, so take care not to miss and plummet to your doom. The rest of the level is very straightforward and shouldn't give you any problems.



# cliff town

**total treasure: 200**

**keys: 0 eggs: 1**

**dragons to rescue: 3**

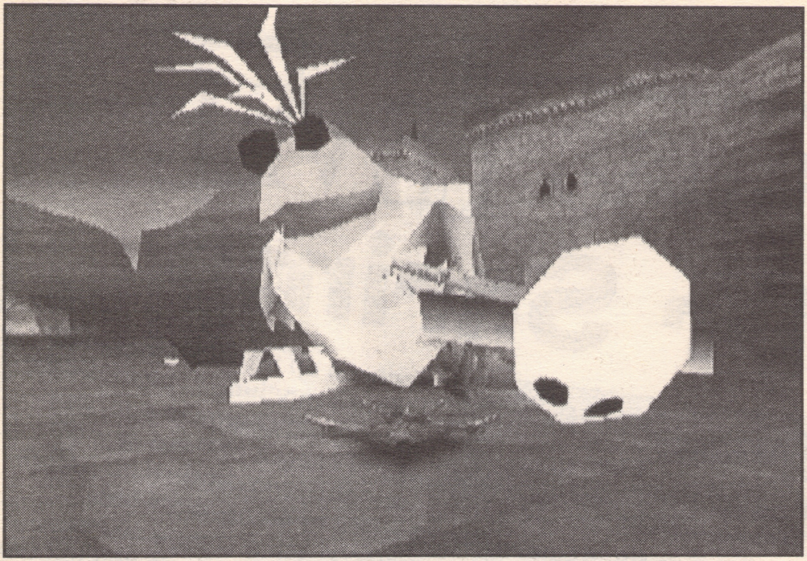
his is a relatively simple level to conquer, but there are a few cunning secrets tucked away. Proceed forwards through the town, collecting everything as you go. There are plenty of soldiers to kill and cauldron-stirrers to flame (make sure you roast the cauldrons for extra treasure). The egg thief is located on the way to the great steps, so dispose of him before scaling the dizzy heights. Once you're at the top of the cliff, get to the highest point and then glide down over the river and to the cliffs in the distance. Kill all the birds and then use the height advantage to glide down to the rooftops to collect the treasure. On one roof will find a firework, so torch the fuse and watch it break open the sealed casket on the steps. There are some hidden gems to be found behind the building in which you started: so from the cliffs, sail down and drop behind the building to find it.

# BOSS LEVEL

## Dr Shrimp

**total treasure: 200**
**dragons to rescue: 4**

Proceed up through the valley, killing everything in sight. Some guards will charge at you, so either charge at them or wait until they run off the cliff before collecting the treasure. You'll come to an upwards gust eventually, which will allow you to reach a couple more caskets and give you enough height to drift down and kill the ogres on the raised platforms. If you walk past the first upwards gust and behind the tower at the end, you'll find another gust behind it that'll take you to an even higher platform, giving you enough height to drift down to the distant platform and collect a 25 treasure gem. When all the current treasure has been collected (198 to be exact), go back to the first gust and go through the gate behind. The Doc himself is easy to kill. On the first platform, wait until he charges at you and then duck behind to singe his bot. On the second platform, wait until he turns to swing his staff before roasting his rear. On the final platform, wait until he swings, then jump over his staff and roast him. Use the key you collected earlier to drop down past the exit and unlock the casket that contains 25 treasure.

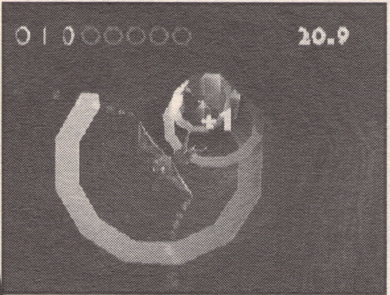


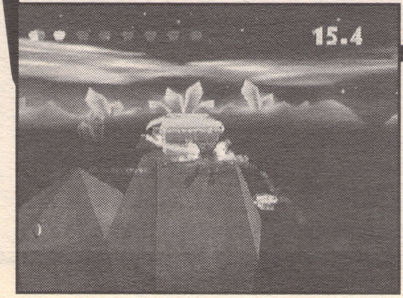
# BONUS LEVEL

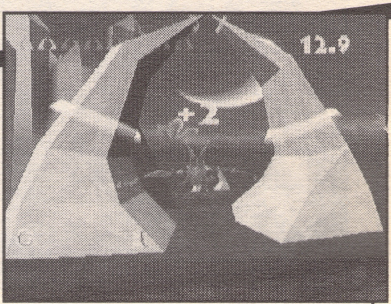
## Night flight

**total treasure: 300**

Start the level by zooming through the rings, then bank straight off to the left to collect the chests. Once all of these have been collected, head through the first three arches and then bank back round to illuminate the first few lights. Proceed through the arches and then alternate between arches and lights as you come to them. It shouldn't pose too much of a problem.







# World 3

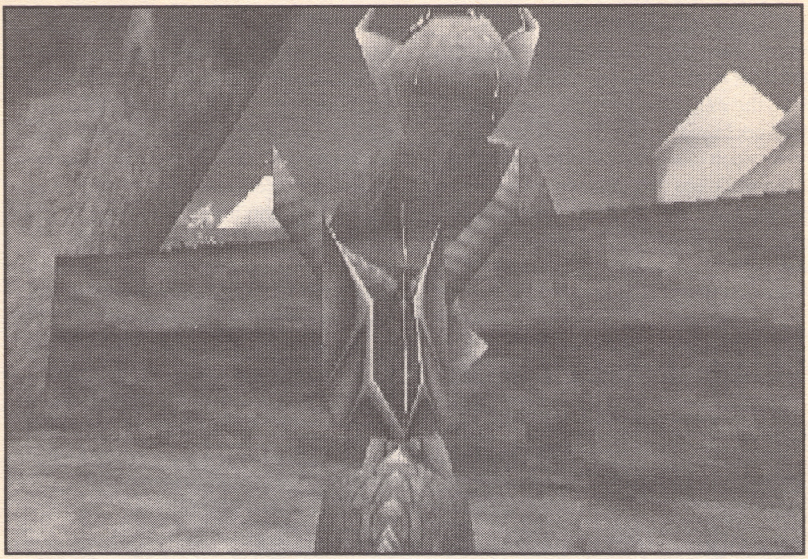
## magic crafter

**total treasure: 300**

**keys: 1 eggs: 1**

**dragons to rescue: 3**

When you start the level, go through the first couple of arches and you should see an egg thief straight ahead. By lunging straight forward and hugging the wall to the left, you should be able to bash him just after he starts to run. Proceed on a narrow course and make your way up the



hills. You will then come across another egg thief near a speed ramp. Use this ramp to take out the wizard and then maintain the speed to hurtle through the caves and out of the exit to the right. Still at full speed, charge into the sealed casket to grab the gems inside. Now go up the next hill and glide over to the ledge on the other side of the lake, You should now see a cave with the key hidden inside. Take this key back to the platform where you met the second egg thief, stand on the edge, and look for the cave in the distance. Glide over to this cave and inside you'll find the locked casket. The rest of the level is easy.

# alpine ridge

**total treasure: 500**
**keys: 0 eggs: 1**
**dragons to rescue: 4**

This is a very easy level to complete because all of the treasure is in obvious places. All you've got to do is proceed forwards, killing everything in sight. When you reach the first dragon, you can either climb up the wall on the left and glide down to the distant area ahead, or proceed forwards and glide down to the other platform (either way, make sure you return and complete the other before exiting the level). The only real tricky bit to the level is when you have to glide down from the exit to the three platforms with the firework boxes on top. You will have to ignite each one in turn and then jump to the next before they explode. From the first platform, you can jump into the cave and pursue the dragon thief. Then simply jump and glide down to the right to regain your footing for the final furlong.

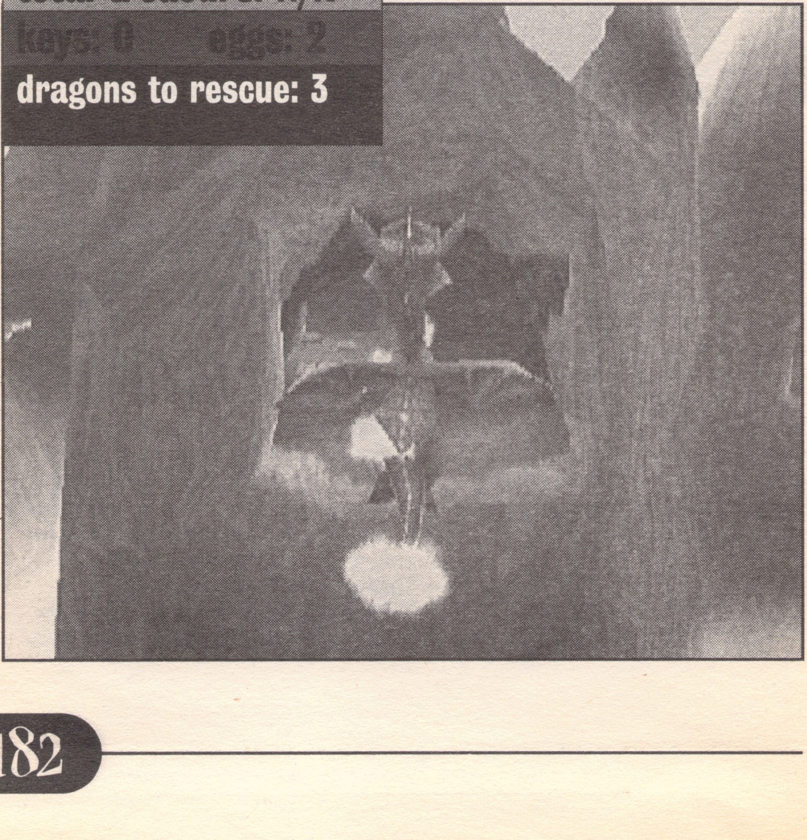
# high caves

**total treasure: N/A**

**keys: 0 eggs: 2**

**dragons to rescue: 3**

When you start the level, turn around and go into the spider caves – but be sure to avoid the spiders because you can't kill them yet. Keep working your way around the tunnels and eventually you'll come to two caves with wizards in as well as spiders. Kill the wizards and go through the hole at the back to meet the love fairy for the first time. This maiden will kiss you, causing you to blush and turn red. When Spyro is red, his fire power is enhanced, meaning that he can now kill the spiders. By dashing back through the caves, he will have enough time to kill all but one of the spiders – and that is the one right back



at the start. So to kill this, get kissed and then jump off the fairy's ledge, gliding back down to the starting position. Now simply enter the cave and torch the first spider to claim all of the spider gems. Later on in the level, you will also come across a speed ramp: use this in order to get to the caves that are over the canyon. The first two caves can be reached easily, but to get to the distant ledge with the treasure, you'll need to press the jump button straight after take-off and then go into a glide at the highest point of the jump.

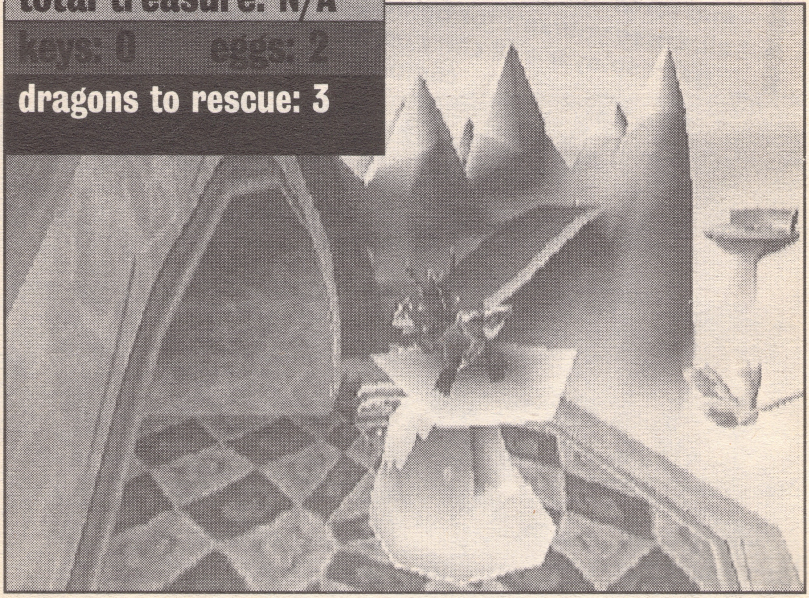
# wizard peak

**total treasure: N/A**

**keys: 0 eggs: 2**

**dragons to rescue: 3**

As soon as you start, look to the left to see a hidden ledge. Jump and glide over to it and then follow the paths around to collect loads of hidden treasure. From the highest points, you can glide down to the wizard alcoves that were too high to reach from the ground. Use the speed ramps (sometimes with the force of two) to gain enough speed to take off for the distant ledges (remember to push the jump button at take-off to gain more height). On one of the distant ledges, remember to look around the back for more gems and an egg thief. There is also a sealed casket that can only be broken with the speed of a ramp, so make sure you grab it. The rest is straightforward.



# BOSS LEVEL!

# Blow Hard

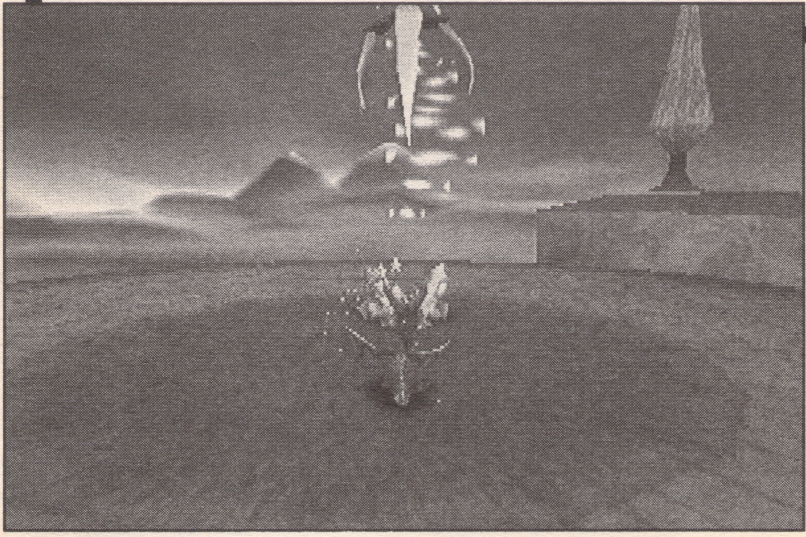
**total treasure: 400**

**dragons to rescue:4**

**Altair**

**This is undoubtedly the easiest boss in the game to defeat, and indeed the easiest level to conquer because all of the treasure is out in the open.**

**To defeat the boss, all you have to do is walk up to him and torch him with your fire – if he manages to hit you at all, curse yourself for being an exceptionally poor gamesplayer and carry on flaming him. Like we said, a complete and utter doddle.**



# BONUS LEVEL

## Crystal flight

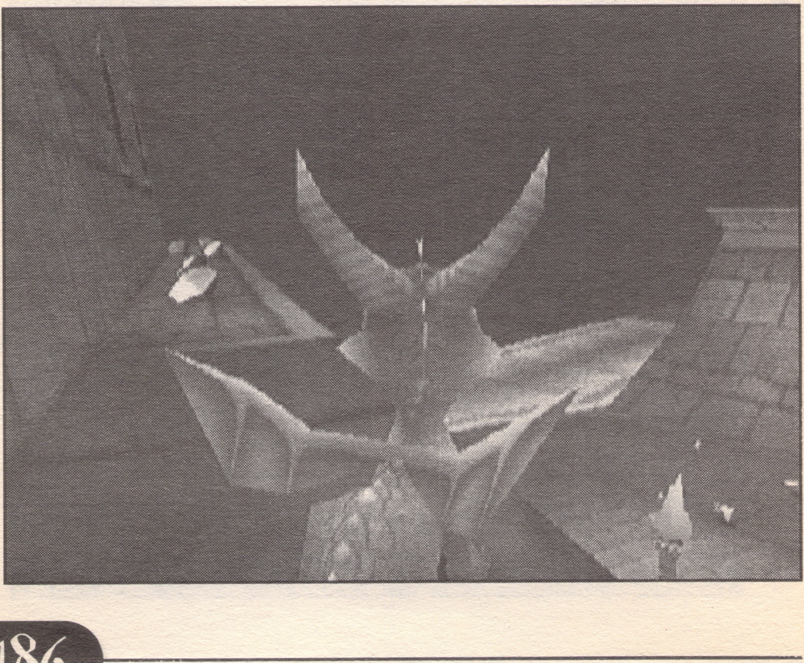
tricky flying level, this one. First of all, go through all the hoops and then proceed through as many arches as you can before you reach the chests. Take all these out and then turn your attentions to the planes (making sure to fly into them as opposed to with them). Now go through any further arches and you're done.

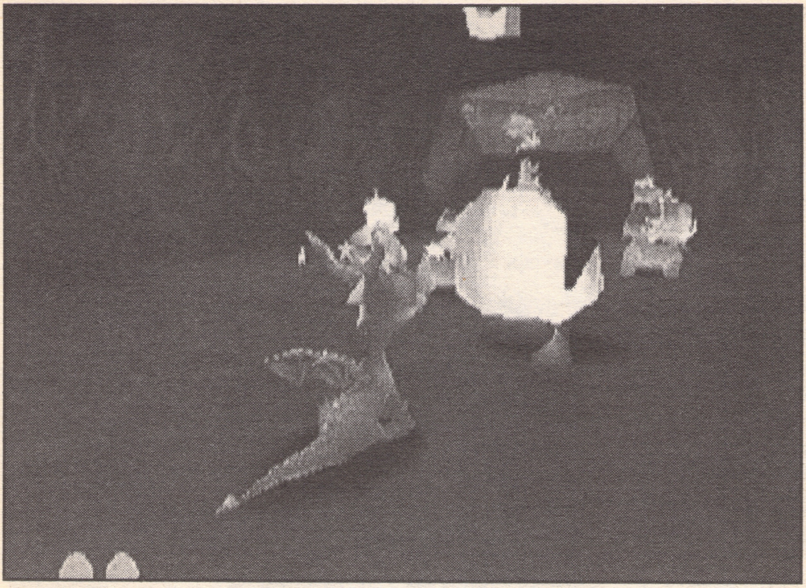
# World 4

## beast makers

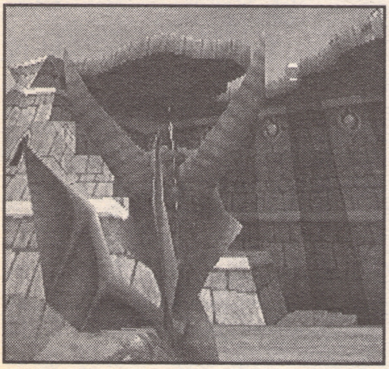
**total treasure: 300**
**keys: 1 eggs: 0**
**dragons to rescue: 2**

There are few secrets in this home level. Simply work your way over the swamps and onto dry land, killing everything in sight. When you come to the temple steps, climb up and grab the gems on the ledge, then sail out over the swamp to the distant platform that houses the key. Take





this back to the earlier well and use it on the locked casket for more gems. The rest of the treasure is in clumps, so be sure not to miss any before entering one of the sub-levels.



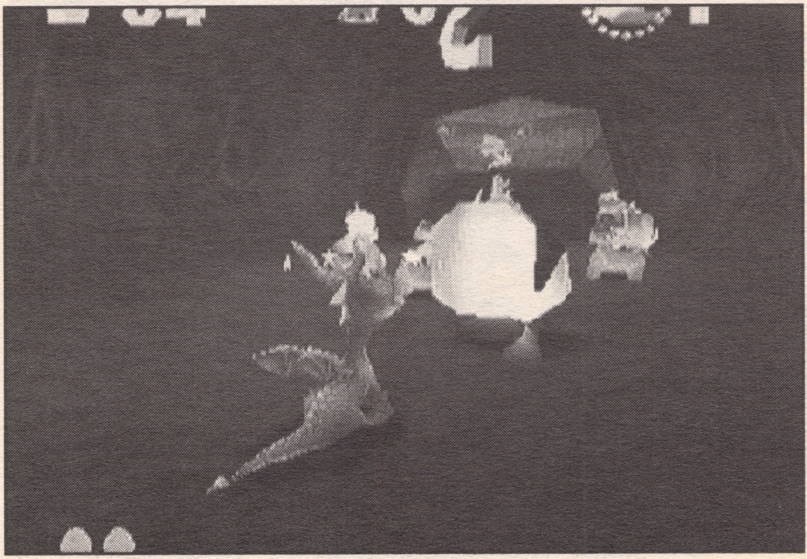
# misty bog

**total treasure: 500**

**keys: 0 eggs: 0**

**dragons to rescue: 4**

When you start, go behind the wall and kill the goon before stealing his treasure. Proceed along the dry land, killing everything that moves (the trees are particular buggers – they shake before charging at you!) When you come to the long jetty full of guards, knock them all down and then jump over to the small island on the left. Jump over to the tree



stumps next to it and enter the hidden caves – beware of the bullfrogs and their lashing tongues. Inside the caves will be lots of extra gems and another dragon. When you've got the dragon, go up the steps and glide back down to the starting point before proceeding on your original course. After the jetty, hop on the tree stumps and drop down the hole. When you eventually reach the exit, jump up on one of the posts next to it and glide over to the wall of the ruin to the left. From here, glide over to the left again and onto the ruin that looks like a set of steps. Use these to get onto the roof and collect all of the hidden treasure. From the roof, glide over to the distant islands and once there collect the last of the treasure before heading back to the exit.

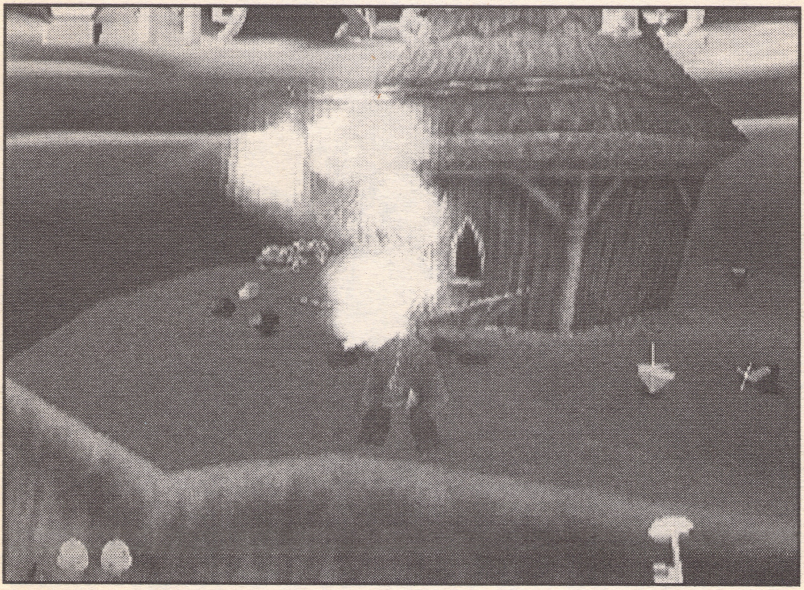
# tree tops

**total treasure: 500**

**keys: 1 eggs: 0**

**dragons to rescue: 3**

This is probably the hardest level to complete in the whole game as it consist of loads of speed ramps and exceedingly long jumps. Thankfully, a couple of thieves are at hand to show you where to go, and you can see the first green one at the start. If you follow him up (watch out because he wakes all of the monsters as



he goes) and through the second window on the left, you will see that he jumps to a distant island with a dragon on. Follow him over and get the dragon, then chase him down the speed ramp and stick close to his tail (remember to press jump at the point of take-off to gain more height). The last jump you'll have to make is a biggie, so get as high as you can and then drift down to the distant ledge. The second thief can be found if you go straight on at the start past the windows. You'll see him on a distant platform, so if you glide down to him and give chase, he will lead you to another secret platform that's near the exit that contains loads of goodies. The rest of the level is relatively straightforward, so grab all the gems and use a couple of the speed ramps to smash open the sealed caskets.

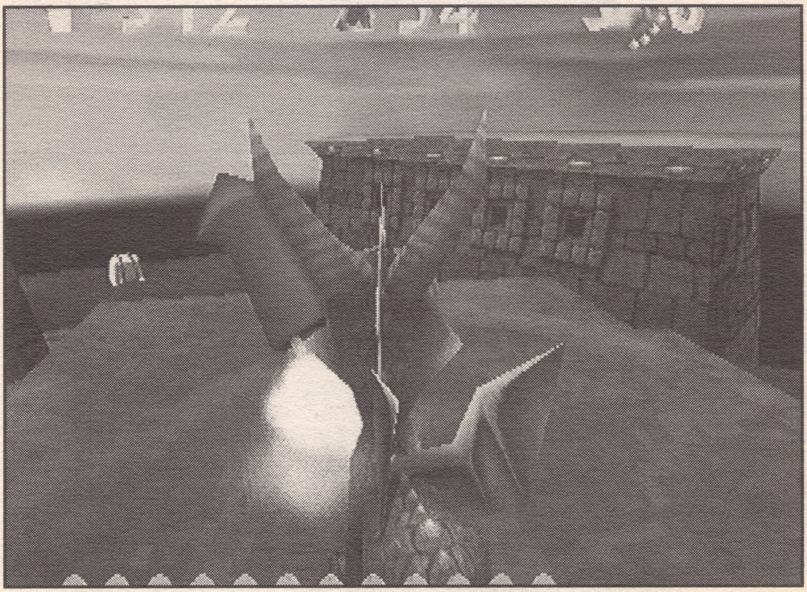
# terrace village

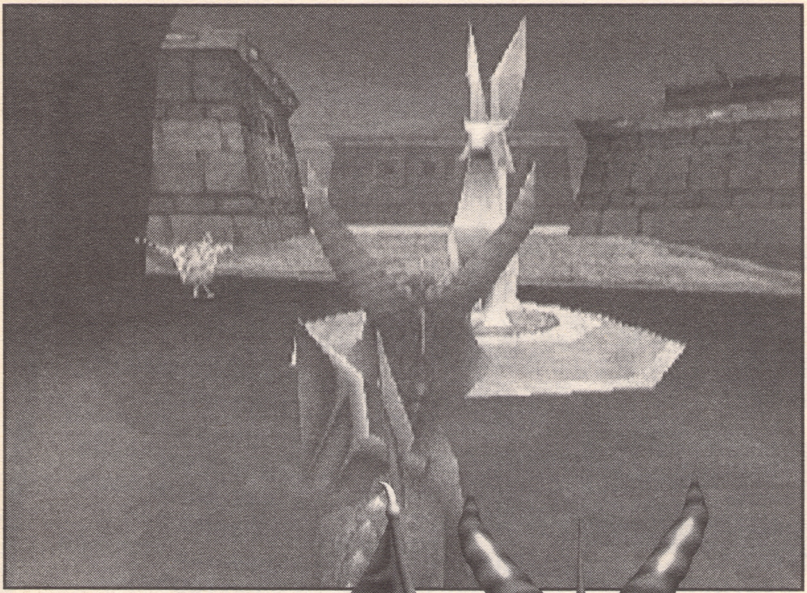
**total treasure: 400**

**keys: 0 eggs: 0**

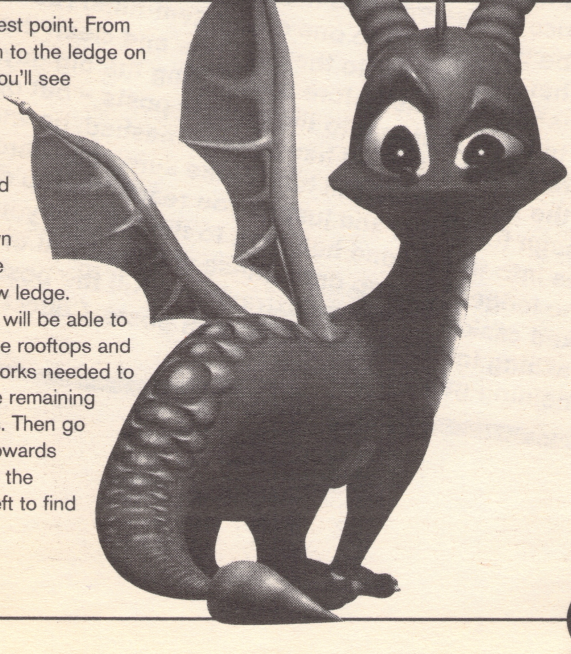
**dragons to rescue: 2**

This level is very tightly packed with buildings that conceal hordes of gems, so search far and wide and make sure you kill every baddie. The only real problem with this level comes after you rescue Cyprin. Go up the steps and along the following platforms, then use the upward gust to





reach the highest point. From here, sail down to the ledge on the right and you'll see some steps cunningly disguised by colour. Proceed up these and then glide down and around the corner to a new ledge. From here you will be able to jump across the rooftops and ignite the fireworks needed to break open the remaining sealed caskets. Then go back up the upwards gust and go to the ledge on the left to find the exit.



# BOSS LEVEL!

## Metalhead

**total treasure: 500**

**dragons to rescue: 1**

Sadiki

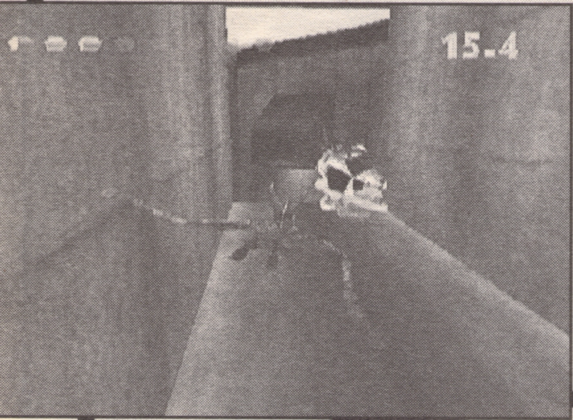
Collect all the visible treasure and then, just before the wooden bridge, gaze down into the slime below and you'll see a crate in the wall. Glide down here to find a completely secret area full of gems and a key. Once you've emptied it, head to the upwards gust and you'll be transported to one of the gem-filled rooftops. From here, glide over to the next one and clean the area completely of gems before confronting the big guy. All you have to do is charge into the electric posts – but only when they're green. When all have been smashed, he will dash into the next hall, so tail him. Make sure you search each passage for gems, and just as you reach the top of the steps into the second hall, turn to the left and you'll see some ledges to jump onto: these will lead you to the locked casket and a few extra gems. Kill the boss by smashing into the second wave of posts. Collect the remaining gems and leave.

# BONUS LEVEL

# Wild flight

**total treasure: 300**

✳his is an easy flying level to complete. Simply sail down and destroy the boat, then swing around and get the other before verging to the left and sailing up the water passage – taking out every boat as you go. At the top, go through the first two arches and take out the boats (you should get every boat at the this point), then swing back around and take out the arches down the next water passage. You should then arrive back at the start, so smash the crate and then swing around to the left and into the next passage to get the next ones. You'll end up in an area populated by plans and crates, so take them all out at your leisure.



# World 5

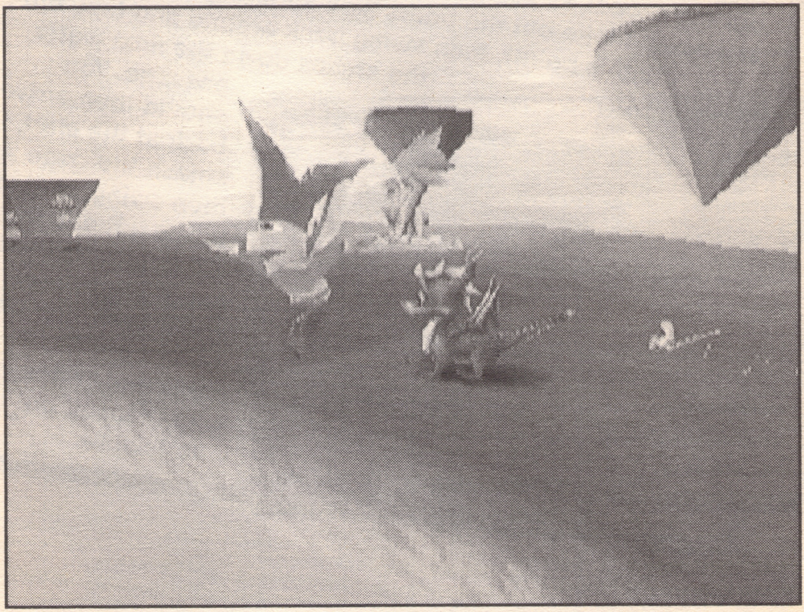
## dream weavers

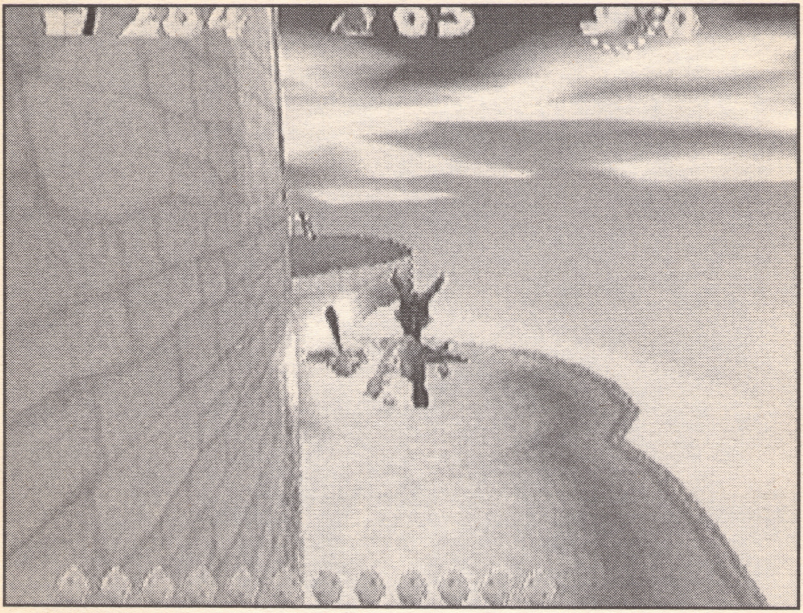
**total treasure: 300**

**keys: 0** **eggs: 0**

**dragons to rescue: 3**

A world corrupt with sword and sorcery. Much of the treasure here is straightforward to find, but there is also a fair bit stashed away. Make your way around the platforms, blasting everything in sight. A laser turret in the centre of the level should reduce all of the larger





enemies to titchy squirts – making it easier for you to blast them. When you get to the turret yourself, move it around so that you can zap the guards in front of the steps. The only other problem area is the pixies. These cannot be killed, but if you flame them, they will lower nearby platforms, enabling you to hop on top before the pixies come back to life and cause them to rise up once more.

# haunted towers

**total treasure: 500**

**keys: 0 eggs: 0**

**dragons to rescue: 3**

Proceed forwards and flame the door, then kill any enemies that can be killed (the knights cannot) and keep going forwards to the end tower. In here you will find a love fairy who will kiss you and give you the power to defeat the knights and break

down the strengthened doors. So use this to your advantage and as many times as it takes to get them all. Use the upwards gust to float over to the next section and then go to the castle in the distance for more gems and another dose of love fire. When you're charged up, take out the next set of knights and then go up the slope to the main castle. Use the speed ramp to break down the doors and then use the love fire in one of the rooms to take out the strengthened doors. Now this is the tricky bit. Go back to the top of the speed ramp and then use it to charge back down into the hall. With your speed maintained, go through the second door on the right in the main hall and out into the pond area. When you come out into the open, turn left and jump back down to the bottom of the ramp. Still running, head up the ramp and jump at the peak to sail up into the air, then glide down to a totally new area. Use the upwards gust and then walk into the hallway. You'll have to be quick to scale the steps here before the knights come to life – kill the wizard at the top and then go into the next room to get the never-ending love fire. Now go back down and smash all of the remaining boxes before dropping through the hole in the floor back down to the main hall. Now go through the first door on the right to get over to the exit.

# dark passage

**total treasure: 500**

**keys: 0 eggs: 0**

**dragons to rescue: 5**

This is one of the more linear levels in the sense that you can find pretty much everything if you just keep your eyes peeled and keep going straight along the winding passageways. There are some nasty enemies to contend with, especially the dogs – to get these, simply torch the nearby 'fools' and they will then be cut down to size. Like we said, keep your eyes open and you should then be able to find all of the treasure with relative ease.

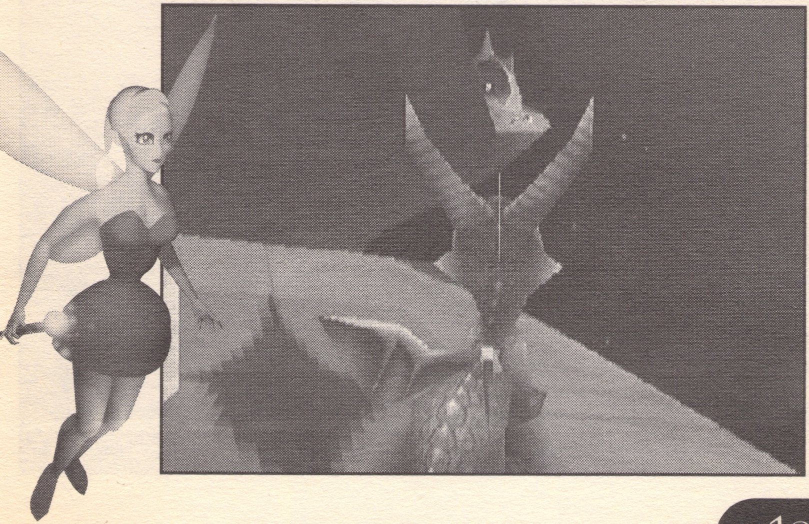
# lofty castle

**total treasure: 500**

**keys: 0 eggs: 0**

**dragons to rescue: 5**

Start off by scaling the platforms and rescuing the fairies from their caged confines. When three have been rescued, they will form a lift for you to get to higher platforms. The only real problem with this level is the speed ramp jump. When you hurtle down it and take off at the end, hug the wall to the right and swing around to go into a glide and sail down to the distant platform that was slightly out of reach before. Here you'll find the key and some extra gems. The locked box can be found in the narrow valley at the back of the



level. When you get into the main castle, you'll have to use the upward gust to get upstairs, then glide off the edge and flame the fairy cages as you go. You should then be able to get to the speed ramp needed to reach the hidden platform.

# BOSS LEVEL!

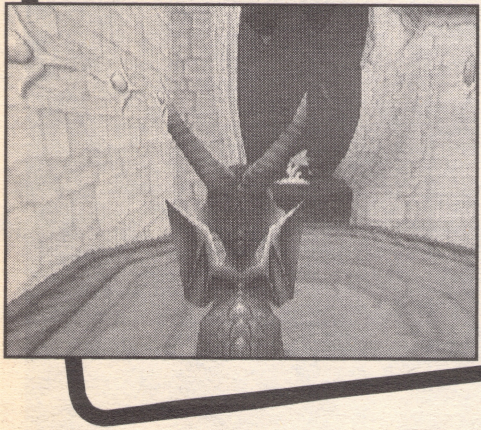
## Jacques

**total treasure: 500**

**dragons to rescue: 2**

Unika, Revilo

Kill the first few baddies and then torch the ‘fool’ to raise the platform. Once on the higher ledge, go to the right and torch the ‘fool’ there, then run back around to the left and do the other one. You will now be able to use the first platform to get up on the ledge, and will see a lowered platform to the left: glide down here and wait until it is raised again to glide over the valley. Once you’ve collected everything here, sail back over to the ledge with the high platform on (the one that you glided over from), then jump over to the smaller platform and across the area with the two ‘fools’. Torch them both to raise the columns that’ll give you enough height to glide into the cave behind and grab the key. The locked casket is right next to the boss entrance, and the big guy himself is easy to kill: just keep following him and flaming every time he stops.

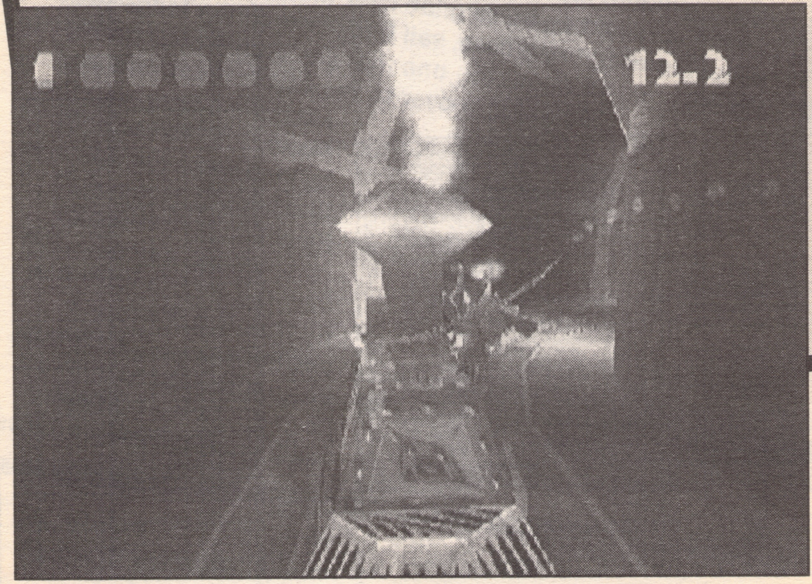


# BONUS LEVEL

## Icy flight

**total treasure: 300**

his is a relatively simple flying section. When you start, grab all the crates and torch the lights, then fly down the train tracks against the run of the steam engines – this should allow you to get the majority of the barrels. When you come to the open areas, fly around and shoot the choppers, then get any remaining barrels to complete the level.



# World 6

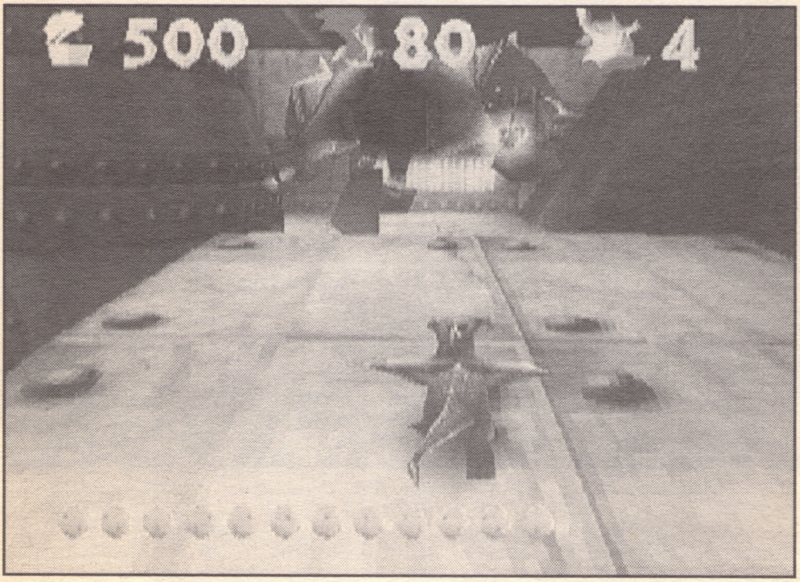
## gnasty's world

**total treasure: 200**

**keys: 0 eggs: 0**

**dragons to rescue: 2**

You won't be able to collect all of the treasure initially, because you'll first have to complete levels to open up new gateways that contain the remaining treasure in the doorways.



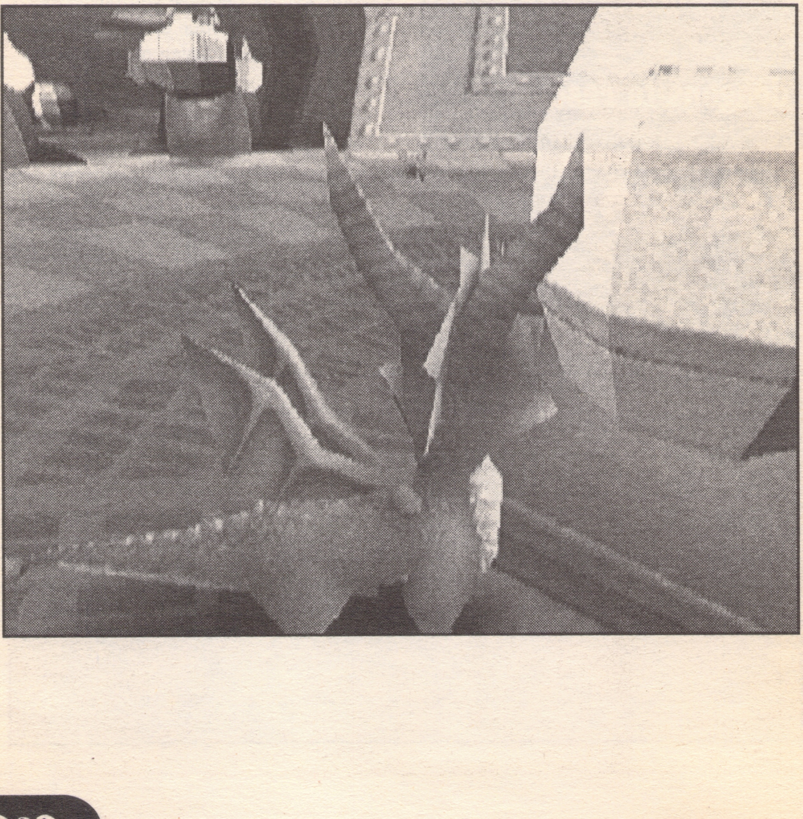
# gnorc cove

**total treasure: 400**

**keys: 1 eggs: 0**

**dragons to rescue: 2**

All of the treasure here is laid straight out in front of you, so if you follow the walkways you'll gather it all. The main thing to take note of in this level is to use the pop-up barrels to kill the large enemies. All you have to do is align yourself with the target and dash into them to cause the barrels to fly through the air and knock over the huge ogres. When you reach the area section at the end, you'll find the key down one passage and the locked casket down another, so join the two and then go down the third passage to find the exit.



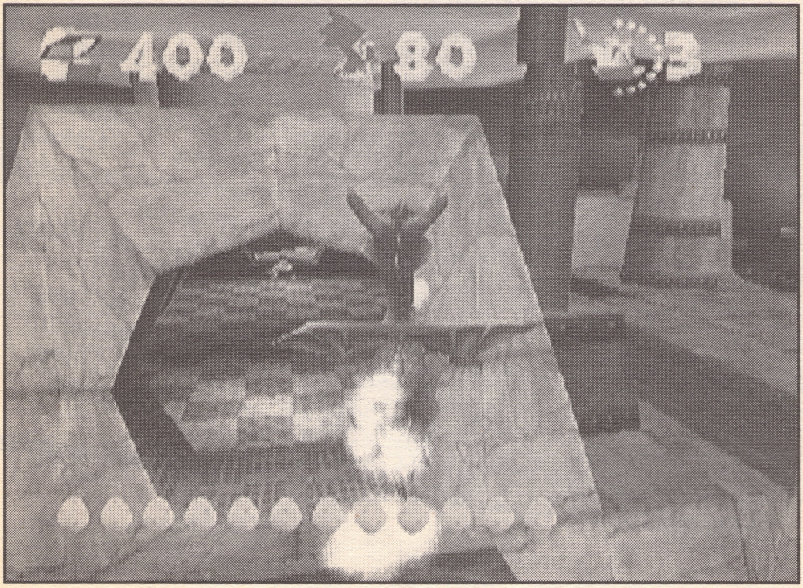
# twilight harbour

**total treasure: 200**

**keys: 0 eggs: 1**

**dragons to rescue: 4**

Be afraid of the enemies on this level because they are mean, gun-toting muthas with attitude. When they fire, jump over the bullets and then charge into them. There are plenty of caskets tucked away in the alcoves, so be sure not to miss any as you progress. When you come to the bridge, get over the far side and torch the handle to raise it. Then get the dragon and go up the speed ramp hill before charging back down and using the raised bridge to propel yourself up into a hidden area. Get all the treasure here (if you jump out to the right at the far end there'll be an extra life tucked around the corner), including the stash on the small island that can be glided down to, then go back down and lower the bridge. Once again, go up the speed ramp and charge back down over the bridge and across the other side. Still maintaining your speed, charge into the sealed casket to reap the rewards. Now carry on your merry way.

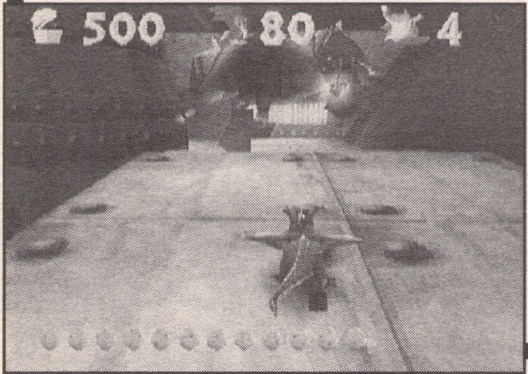


# BOSS LEVEL!

## Gastly Gnorc

**total treasure: 500**
**dragons to rescue: 0**

hat an easy way to finish the game. The major boss man is a pushover, but you'll have to do a couple of things before you can get to him. Firstly, collect all the treasure and chase the thief through the passageways. When you bump into him, you'll get a key to use on the locked door in the main section. Open this and you'll have to chase another thief to get a second key. This key will unlock Gnorc's platform, so when this is done, chase Gnorc up the hill and then blast him when he settles at the top. He will then dash into a new section – so follow him down and jump across the platforms as quickly as you can (they disappear, you see). When he settles at the end, blast him and complete the game.

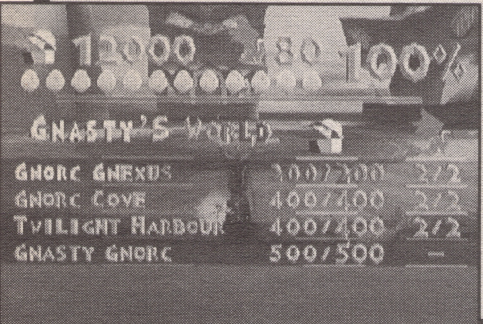


# BONUS LEVEL

## Gastly's Loot

**total treasure: 2000**

loads of treasure to grab! You'll start on an isolated platform, but don't worry – simply jump and you'll go into a glide, allowing you to get across to the neighbouring platforms. Collect all the treasure here and chase the thief to gain a key. Use this to open up a higher section and then collect all the new gems as you go. The trick with this level is to get higher and higher and then get to the new platforms, so as long as you keep working your way upwards you shouldn't have too much trouble with it. The main trouble spot is when you have to chase the plane through the lava tunnels, but if you reverse your path and go the opposite way to that of which the plane is going, you'll take it down no trouble. The final stash of purple gems can be found down the passage behind the exit.

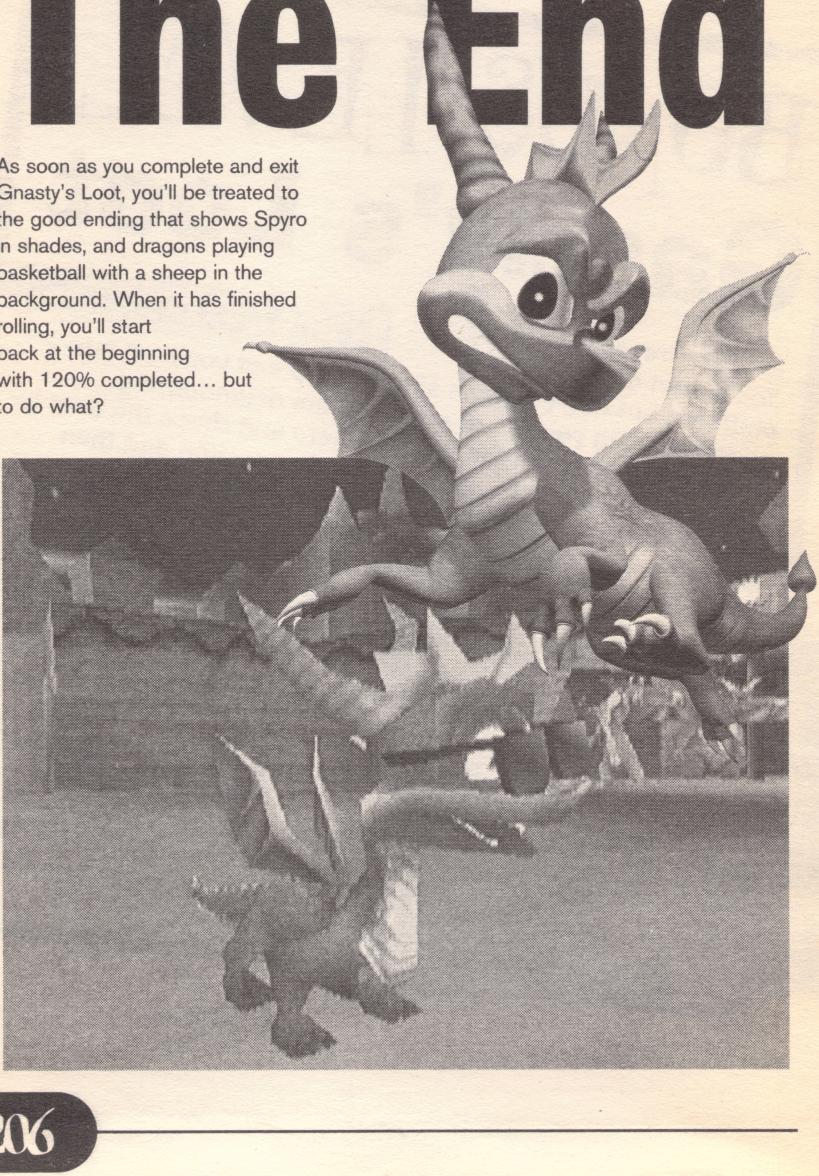


GNASTY'S WORLD

| | | |
|---|---|---|
| GNORC GNEXUS | 200/200 | 2/2 |
| GNORC COVE | 400/400 | 2/2 |
| TWILIGHT HARBOUR | 400/400 | 2/2 |
| GNASTY GNORC | 500/500 | – |

# The End

As soon as you complete and exit Gnasty's Loot, you'll be treated to the good ending that shows Spyro in shades, and dragons playing basketball with a sheep in the background. When it has finished rolling, you'll start back at the beginning with 120% completed… but to do what?



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Paragon House, St Peter's Road
Bournemouth BH1 2JS
Tel: 01202 299900
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